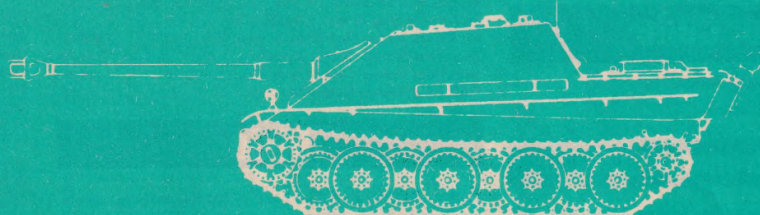




MILITARY SIMULATIONS PTY. LTD.



## MAIL ORDER CATALOG

Summer 1997-1998

### MILITARY SIMULATIONS

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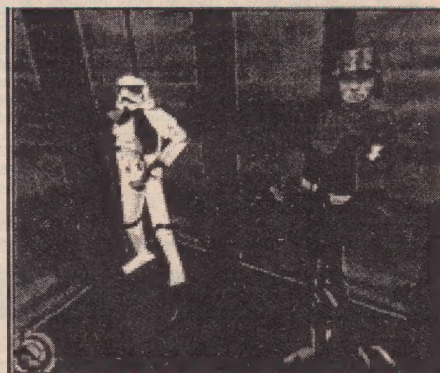
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#### Jedi Knight - Dark Forces II

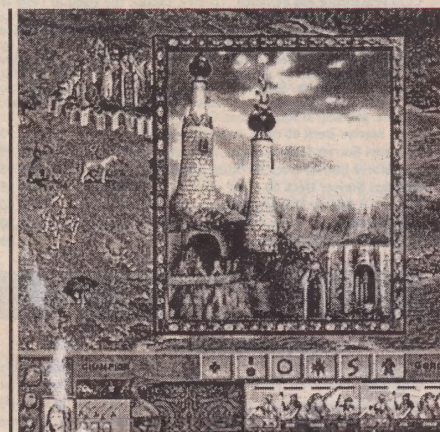
By LucasArts I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. **IBM Requires:** 4spCD-ROM, 16mbRAM, hard disk, Pentium 90, mouse, SVGA.



**\$80.00 - Available Now!**

#### Lords of Magic

By Sierra. Sequel to *Lords of the Realm II* - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play as Balkoth. With 80 different animated creatures/races, 160 spells, multiple paths to victory, trade anything from creatures to entire cities via a comprehensive barter system, etc. **IBM Requires:** Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA.



**\$30.00 - Available Now!**

#### \*\*\* Correction \*\*\*

In the Spring 1997 Military Simulations catalog, we mistakenly printed that Harlequin miniatures were 100% compatible with *Warhammer Fantasy Battles*. This is in fact incorrect. Harlequin produce a range of fantasy miniatures, but the only range 100% compatible with *Warhammer Fantasy Battles* is that by Citadel Miniatures, featured on pages 56 - 57.

#### 23 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

#### The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm on Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

#### Mil Sims End of Year Warehouse Sale

We are having an end of year warehouse sale on Saturday, December 13<sup>th</sup>, from 8.30am - 12.00pm. Address is 14/136 Cochrane Road, Moorabbin. It's in the warehouse behind Mil Sims.

#### Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA card number and we'll get your order off to you in 24 hours.

#### Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

#### ENQUIRIES

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.



## 2 - Trading Card Games

# COLLECTABLE TRADING CARD GAMES

## Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Aliens Predator CCG

To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies...and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. *Due end of Oct '97.*

Alien Starter Deck (60 cards + rules)	.....\$14.95
Predator Starter Deck (60 cards + rules)	.....\$14.95
Marine Starter Deck (60 cards + rules)	.....\$14.95
Alien Predator Booster Pack (15 cards)	.....\$4.95
Alien Predator Booster Display (540 cards)	.....\$162.00

## Babylon 5

### PRE Babylon 5 Limited Edition

Coming in December is the *Babylon 5 CCG*, by Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set will consist of 300 cards. This is the 3rd CCG Precedence has designed. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. Over 340 cards in the set.

Narn Starter Deck 60 cards, rules, dice <i>Due Dec '97</i>	.....\$14.95
Centauri Starter Deck 60 cards, rules, dice <i>Due Dec '97</i>	.....\$14.95
Earthforce Starter Deck 60 cards, rules, dice <i>Due Dec '97</i>	.....\$14.95
Minbari Starter Deck 60 cards, rules, dice <i>Due Dec '97</i>	.....\$14.95
Babylon 5 Starter Display 720 cards <i>Due Dec '97</i>	.....\$162.00
Babylon 5 Booster Pack 5 cards <i>Due Dec '97</i>	.....\$3.50
Babylon 5 Booster Display 192 cards <i>Due Dec '97</i>	.....\$76.00

## BattleTech

### WIZ BattleTech White Border

An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lances of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards; mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

BattleTech Starter Deck 60 cards, rules, dice	.....\$15.95
BattleTech Starter Display 600 cards	.....\$144.00
BattleTech Booster Pack 15 cards	.....\$5.00
BattleTech Booster Display 540 cards	.....\$162.00
Counterstrike Booster Pack 15 cards	.....\$5.00
Counterstrike Booster Display 540 cards	.....\$162.00

The first expansion to *BattleTech* brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes.

Mercenaries Booster Pack 15 cards	.....\$5.00
Mercenaries Booster Display 540 cards	.....\$162.00

The second expansion to *BattleTech* brings Mercenaries to the game.

Mechwarrior Booster Pack 15 cards. <i>Due Oct.</i>	.....\$5.00
Mechwarrior Booster Display 540 cards. <i>Due Oct.</i>	.....\$162.00

Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards.

## Dark Eden

### HEA Dark Eden Limited Edition

A totally new collectible card game based on the *Mutant Chronicles/Warzone* techno-fantasy setting. The game shares a conceptual origin with *Doomtrooper*, but is a completely different game. In this game, each player plays a Commander on forsaken Earth, struggling to develop and maintain their Dominion against the invading hordes of other players. You must defend your turf while

sending out your warband to raid your opponents' dominions. Also train your peoples, develop technology, etc.

Dark Eden Starter Deck 60 cards, rules, dice	.....\$15.00
Dark Eden Starter Display 600 cards	.....\$142.00
Dark Eden Booster Pack 15 cards	.....\$4.50
Dark Eden Booster Display 540 cards	.....\$153.00

## Dixie

**COL DIXIE: Bull Run Factory Set** This boxed set contains every single BULL RUN card that were previously available as Starter Decks. In total there are 200 cards.....**Special - \$27.00**

○ **DIXIE: Shiloh Factory Set** This boxed set contains every single SHILOH card that were previously available as Starter Decks. In total there are 400 cards.....**Special - \$53.00**

○ **DIXIE: Gettysburg Factory Set**

We never got in the Gettysburg Starter Decks, but this is a great deal. This boxed set contains one each of all 250 Gettysburg trading game cards. Recommended.....**Special - \$35.00**

○ **Eagles - Waterloo Factory Set** This boxed set contains every single card for EAGLES, the Waterloo trading card game, where Wellington and Blucher dealt Napoleon his final defeat. Can your cavalry crush the British squares?.....\$70.00

## Dune

### FIV Dune: Eye of the Storm

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Art work is absolutely stunning. Each Starter Display has two copies each of the six basic houses.

Dune Starter Deck 60 cards, rules, dice <i>Due Oct.</i>	.....\$14.95
Dune Starter Display 720 cards <i>Due Oct.</i>	.....\$162.00
Dune Booster Pack 15 cards <i>Due Oct.</i>	.....\$4.95
Dune Booster Display 540 cards <i>Due Oct.</i>	.....\$162.00

## Legend of the Five Rings

### FIV Battle Of Beiden Pass

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art.....\$35.00

### FIV Legend of the Five Rings: Emerald Edition

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightful claim to an empty Emerald Throne. Many months have passed since the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.

Legend of 5 Rings Emerald Starter Decks 60 cards + rules

○ **Lion Clan Deck** The Lion army under the leadership of Matsuo Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.....\$13.50

○ **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan.....\$13.50

○ **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.....\$13.50

○ **Dragon Clan Deck** Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.....\$13.50

○ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.....\$13.50

○ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one.....\$13.50

Legend of 5 Rings Emerald Starter Display 720 cards.....\$145.00

Legend of 5 Rings Emerald Booster Packs 15 cards.....\$4.00  
Legend of 5 Rings Emerald Booster Display 540 cards.....\$129.00  
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

### FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald Edition*. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

○ **Lion Clan Deck** See description under Emerald Ed.....\$14.00  
○ **Crane Clan Deck** See description under Emerald Ed.....\$14.00  
○ **Unicorn Clan Deck** See description under Emerald Ed.....\$14.00  
○ **Dragon Clan Deck** See description under Emerald Ed.....\$14.00  
○ **Crab Clan Deck** See description under Emerald Ed.....\$14.00  
○ **Phoenix Clan Deck** See description under Emerald Ed.....\$14.00

Legend of 5 Rings Obsidian Starter Display 720 cards.....\$151.00

Legend of 5 Rings Obsidian Booster Packs 15 cards.....\$3.75

Legend of 5 Rings Obsidian Booster Display 540 cards.....\$121.00

There are over 300 different cards in the Obsidian Edition.

### FIV Shadowlands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armies of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadowlands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire...Clan Scorpion.....\$12.50

○ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.....\$12.50

Shadowlands Starter Display 720 cards.....\$135.00

Shadowlands Booster Packs 15 cards.....\$3.75

Shadowlands Booster Display 540 cards.....\$121.00

There are over 150 different cards in Shadowlands.

### FIV Forbidden Knowledge

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; the Lion Champion follows a samurai-maiden into a trap; while the Phoenix are slowly corrupted by their scrolls; the Unicorns face the Shadowlands alone.

Forbidden Knowledge Booster Packs 11 cards.....\$2.50

Forbidden Knowledge Booster Display 506 cards.....\$99.95

There are over 150 different cards in Forbidden Knowledge.

### FIV Anvil of Despair

The next installment in the story of the Emerald Empire. The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

○ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures.....\$9.95

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards.....\$9.95

Anvil of Despair Starter Display 720 cards.....\$108.00

Anvil of Despair Booster Packs 11 cards.....\$2.50

Anvil of Despair Booster Display 506 cards.....\$99.95

There are over 150 different cards in Anvil of Despair.

### FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil...the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

○ **Phoenix Clan Stronghold Deck** One Clan will fall...One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.....\$17.95

○ **Crab Clan Stronghold Deck** One Clan will be redeemed...The mighty Crab Clan stands outside the Imperial Palace led by Yakamo, the hero with a jade hand, preparing to assault the city.....\$17.95

Time of the Void Starter Display 720 cards.....\$194.00

Time of the Void Booster Packs 11 cards.....\$4.00

Time of the Void Booster Display 506 cards.....\$165.00

There are over 200 different cards in Time of the Void.

### FIV Scorpion Clan Coup

The whole series is 180 new cards, which is released in three 60-card parts. Part 1 (with 60 different cards) features the Scorpion faction. Each display has 6 Starter Decks and 24 booster packs.



Scorpion Clan Coup Starter Deck 60 cards + rules *Dec '97* .....\$15.00  
 Scorpion Clan Coup Booster Packs 157 cards *Dec '97* .....\$4.00  
 Scorpion Clan Coup Combo Display *Dec '97* .....\$167.00

## Magic: the Gathering

### WIZ Portal; Easy to Play Introduction to Magic

A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominia. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominia's land. A game can be played in 15 to 30 minutes. Each Portal *Starter Set* includes everything needed for play.

**Portal Starter Set** .....\$14.95  
 Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!

**Portal Booster Pack** .....\$4.75  
 Contains 15 random cards selected from the 215 different cards in the set.

**Portal Two Player Boxed Set** .....\$35.95  
 Contains two pre-constructed starter decks with easy to follow rules.

**The Official Guide to Portal *Due Dec*** .....\$13.00

### WIZ Magic: 4th Edition Boosters

*Magic 4th Edition* is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

**Magic 4th Ed Booster Pack 15 cards** .....\$6.00  
**Magic 4th Ed Booster Display 540 cards** .....\$180.00

### WIZ Magic: 5th Edition

Now in its 5th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The loser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

**Magic 5th Ed Starter Deck 60 cards + rules** .....\$13.95  
**Starter Deck Display 720 cards** .....\$150.00  
 This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.

**Magic: 5th Edition Booster Pack 15 cards** .....\$4.75  
**Magic: 5th Edition Booster Pack Display 540 cards** .....\$150.00

**Magic: The Dark Booster Pack 8 cards** .....\$10.00  
**The Dark Display 480 cards** .....\$570.00  
 The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

**Magic: Fallen Empires Booster Pack 8 cards** .....\$3.00  
**Fallen Emp Display 480 cards** .....\$150.00  
 In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarapadians to fight for their very survival. Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.

**Magic: Chronicles Booster Pack 12 cards** .....\$4.00  
**Chronicles Display 540 cards** .....\$150.00  
 This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.

**Homelands Booster Pack 8 cards** .....\$3.00  
**Homelands Booster Pack (480 cards)** .....\$150.00  
 Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

**Magic: Visions Booster pack 15 cards** .....\$4.75  
**Magic: Visions Booster Display 540 cards** .....\$150.00  
 Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

**Magic: Weatherlight Booster pack 15 cards** .....\$4.75  
**Magic: Weatherlight Booster Display 540 cards** .....\$150.00  
 A limited black border expansion with over 160 new cards that can be played with Magic, Ice Age or Mirage.

### WIZ Magic: Ice Age

*Ice Age* can be played by itself as a stand-alone game, or used as a standard expansion for *Magic the Gathering*. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.

**Ice Age Starter Deck 60 cards + rules** .....\$15.95

**Starter Display (600 cards)** .....\$144.00  
**Ice Age Booster Pack 15 cards** .....\$4.75  
**Booster Display (540 cards)** .....\$150.00  
**Alliances Booster Pack 12 cards** .....\$8.00  
**Alliances Display (540 cards)** .....\$260.00  
 As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either *Magic* or *Ice Age* games.

### WIZ Magic: Mirage

An expansion like *Ice Age* that can be played with *Magic* or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous *Magic* releases.

**Mirage Starter Deck 60 cards + rules** .....\$14.95  
**Mirage Starter Display (720 cards)** .....\$162.00  
**Mirage Booster Pack (15 cards)** .....\$4.95  
**Mirage Booster Display (540 cards)** .....\$162.00

### WIZ Magic: Tempest

An expansion with 300 new cards that can be played with *Magic* or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.

**Tempest Starter Deck 60 cards + rules** .....\$13.95  
**Tempest Starter Display (720 cards)** .....\$150.00  
**Tempest Booster Pack (15 cards)** .....\$4.75  
**Tempest Booster Display (540 cards)** .....\$150.00  
**Tempest Pre-constructed Starter Deck 60 cards + rules** .....\$13.95  
 There are four types: The Slivers, Deep Freeze, Flames of Rath, and The Swarm. Each has 3 rare, 9 uncommon & 48 command & land.

### WIZ Magic Card Boxes

Wizards of the Coast have released two styles of full color *Magic* card boxes, each high quality box able to hold 1,200 *Magic* cards. The boxes are shipped flat and are easily assembled. There are two types: *Mirage Card Box*, all of which are the same color, and *Mana Card Box*, which you can choose from Black, Red, Blue, Green, White.

### WIZ Magic: Pocket Players Guide 5th Dec? .....\$17.50

A paperback book that contains updated rules for *Magic The Gathering*, along with examples to illustrate play and conversion notes for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

### PEN Magic: Official Encyclopedia Vol 1 .....\$25.00

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

### PEN Magic: Official Encyclopedia Vol 2 .....\$22.00

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

## Middle Earth: The Wizards

### ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial 'Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

### ICE Middle Earth: The Wizards

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

**Middle Earth Starter Deck 76 cards + rules** .....\$15.00  
**Middle Earth Starter Display 760 cards** .....\$135.00  
**Middle Earth Booster Pack 15 cards** .....\$5.00  
**Middle Earth Booster Display 540 cards** .....\$162.00  
**METW The Dragons Booster Pack 15 cards** .....\$3.00

### METW The Dragons Booster Display 540 cards .....\$97.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agburanar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

### METW Dark Minions 15 cards Special .....\$3.00

**METW Dark Minions Booster Display 540 cards Special** .....\$97.00  
 180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir such as Undeath, and Orcs and Trolls start organizing for combat, and you must even content with frightened or captured characters; Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

### ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur, Carn Dum, etc., with rules in the Starter Decks. You can compete against opponents playing as wizards, or as other Ringwraiths.

**ME: The Lidless Eye Starter Deck 76 cards + rules** .....\$15.95  
**ME: The Lidless Eye Starter Display 760 cards** .....\$144.00  
**ME: The Lidless Eye Booster Pack 15 cards** .....\$4.50  
**ME: The Lidless Eye Booster Display 540 cards** .....\$145.00

### ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.

**ME: Against the Shadow Booster Pack 15 cards** .....\$4.50  
**ME: Against the Shadow Booster Display 540 cards** .....\$145.00

### ICE Middle Earth: The White Hand

**ME: The White Hand Booster Pack 15 cards *Due Dec '97*** .....\$4.50  
**ME: The White Hand Booster Display 540 cards *Dec '97*** .....\$145.00  
 Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions. When corrupted, each of the five wizards is driven by a different obsession.

### ICE Middle Earth Gift Set

A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes 272 cards with a value of US \$43.50 inside, as well as dice, card list booklets, 2 plastic hobbits, rules with examples, and a full color map with marshalling point tracker. \$90.00

○ **Middle Earth: The Wizards Companion** This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play, tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc. \$14.00

○ **Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. \$21.50

○ **Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks; tournament rules and card errata; and card tables. \$15.00

○ **Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; five sample decks; tournament rules and card errata, and card tables. \$15.00

○ **Middle Earth: CCG Maps** Each of the two full color maps can be used as an attractive game board and reference tool for players. One map is 17"x11.5" and fits in a standard 3-ring binder. The other is 23.5" x 17" and includes information concerning which types of cards are playable at each site. \$24.95

○ **Middle Earth: Casual Companion** A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting up your location deck, scenarios, beginning decks, etc. \$14.95

○ **Middle Earth: Lidless Eye Companion** The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. \$16.00

## Mythos - Cthulhu Collectable Card Game

### CHA Mythos - The Cthulhu Collectable Card Game

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions

Mythos: Standard Game Set .....\$25.00



# 4 - Trading Card Games

This game contains new cards that are completely compatible with the Limited Ed Mythos Starter Decks, now sold out. This game includes two customized 52 card decks, a corrupt deck and a steadfast deck. Each game consists of the same cards.

**Legends of the Necronomicon Booster #3** 13 cards .....\$6.00  
**Legends of the Necronomicon Display**.....\$194.00  
Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab.

**The Art of Playing Mythos: A Tome of Arcane Law** \$18.00  
This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

## Netrunner (Cyberpunk)

**WIZ Netrunner (Cyberpunk) Limited Ed**  
The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

**Netrunner Double Starter Deck** 120 cards + rules .....\$36.00  
**Starter Deck Display** 720 cards .....\$194.00  
**Netrunner Booster Pack** 15 cards .....\$6.00  
**Booster Pack Display** 540 cards .....\$194.00  
**Proteus Booster Pack** 15 cards .....\$4.00  
**Proteus Booster Pack Display** 540 cards .....\$129.00  
Discover the products of the new tech Max Forward discovered by breaking into an old data fort - ice capable of transmuting into completely different countermeasures. Whether you're Runner or Corp, expect a few changes.

## ShadowRun

**FAS ShadowRun Limited Ed**  
The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberspace to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!

**ShadowRun Starter Deck** 70 cards + rules .....\$14.95  
**ShadowRun Starter Display** (700 cards) .....\$135.00  
**ShadowRun Booster Pack** 15 cards .....\$4.95  
**ShadowRun Booster Display** (540 cards) .....\$162.00

**Underworld Booster Pack** 15 cards *Due Feb '98* .....\$4.95  
**Underworld Booster Display** (540 cards) *Due Feb '98* .....\$162.00  
With 150 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs, which include Halloweeners, The Ancients, and Lonestar

## Star Trek Next Generation

**DEC Star Trek Introductory 2 Player Game**  
There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, G'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. \$40.00 each

**DEC Star Trek Next Generation**  
The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards; dilemma and interrupt cards; artifact cards; outpost cards; ship cards which rate range, weapons, shields, personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

**Star Trek Unlimited Starter Deck** 60 cards + rules .....\$15.00  
**Unlimited Starter Display** 720 cards .....\$162.00  
These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

**Star Trek Next Generation: Booster Pack** 15 cards .....\$5.50  
**Unlimited Booster Disp** .....\$178.00  
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

**Alternate Universe Expansion** 15 cards .....\$5.00  
**Alternate Universe Display** .....\$162.00

This first expansion contains 122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.

**Q-Continium Booster Pack** 15 cards .....\$5.00  
**Q-Continium Booster Display** 540 cards .....\$162.00  
The second expansion for Star Trek, this one features Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

**First Contact Movie Booster Pack** 15 cards .....\$4.95  
**First Contact Movie Booster Display** 540 cards .....\$162.00  
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. *Due Nov*.

**Holodeck Adventures Booster Pack** 15 cards .....\$4.95  
**Holodeck Adventures Booster Display** 540 cards .....\$162.00  
The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. *Due Feb '98*.

**Star Trek Next Gen. Card Game Factory Set** \$150.00  
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. Note Special Price

**Star Trek First Anthology** \$50.00  
A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Continium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr. Telek R'Mor and Garak; and a rules supplement.

## Star Wars

**DEC Star Wars Premiere Introductory 2 Player Game**  
The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. \$40.00

**DEC Star Wars Unlimited Edition**  
This is the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interrupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

**Star Wars Starter Deck** 60 cards + rules .....\$15.00  
**Starter Deck Display** (720 cards) .....\$162.00  
**Star Wars Limited Starter Deck** 60 cards + rules .....\$18.00  
**Star Wars Limited Starter Deck Display** (~720 cards) .....\$194.00

**Star Wars Booster Pack** 15 cards .....\$4.50  
**Booster Pack Display** (540 cards) .....\$145.00  
**Star Wars Limited Booster Pack** (15 cards) .....\$8.00  
**Star Wars Limited Booster Display** (540 cards) .....\$259.00  
**New Hope Booster Pack** 15 cards .....\$4.50  
**New Hope Booster Display** (540 cards) .....\$145.00  
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

**Hoth: Empire Strikes Back Booster Pack** 15 cards .....\$4.95  
**Hoth: Empire Strikes Back Booster Display** (540) .....\$162.00  
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

**Dagobah: Empire Strikes Back Booster Pack** 9 cards .....\$3.00  
**Dagobah: Empire Strikes Back Booster Display** 540 cards .....\$162.00  
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.

**Cloud City ESB Booster Pack** 15 cards .....\$4.95  
**Cloud City ESB Booster Pack Display** 540 cards .....\$162.00  
The next expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc. *Due late Oct*.

**Scyre Magazine # 4/2: With Gold Leader & Red Leader** .....\$9.95  
Scyre Magazine # 4/2 contains two limited release Star Wars cards, Gold Leader in his Y-Wing and Red Leader in his X-Wing, so that you can use them in your assaults on the Death Star! Stocks are limited.

**Star Wars First Anthology** \$50.00  
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hit and Run; and a rules supplement.

## Vampire: The Eternal Struggle

**WIZ Vampire: The Eternal Struggle**  
Wizards of the Coast have released 2nd Edition Jihad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jihad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

**Vampire: TES Starter Deck** 76 cards + rules .....\$18.00  
**Starter Display** (760 cards) .....\$162.00  
**Vampire: TES Booster Pack** 19 cards .....\$5.00  
**Booster Display** (684 cards) .....\$162.00  
**Dark Sovereigns Booster Pack** (15 cards) .....\$5.00  
**Dark Sovereigns Booster Disp** (540 cards) .....\$162.00  
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

**Ancient Hearts Booster Pack** 12 cards .....\$4.00  
**Ancient Hearts Booster Disp** (540 cards) .....\$162.00  
The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.

**The Sabbat Booster Pack** (28 cards) .....\$6.95  
**The Sabbat Booster Display** (672 cards) .....\$150.00  
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

## X-Files

**USP X-Files Basic Training Kit**  
Contains two specially constructed 50 card player decks, 41 X-Files cards, 8 Agent cards (including Scully and Mulder for each player), play mat, tokens, two laminated player notebooks, quick start rules, basic and advanced rules. \$36.00

**USP X-Files Trading Card Game 2nd Ed**  
The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. Covers the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups. The objective: to identify your opponent's X-File while protecting the identity of your own X-File. Your resources are a team of FBI Special Agents, investigative equipment, witnesses and more. The challenge: overcome conspiracies and government cover ups as well as paranormal phenomena and supernatural activities as you attempt to solve the mysteries of the X-Files.

**X-Files Starter Deck** (60 cards + rules) .....\$15.00  
**X-Files Starter Deck Display** (720 cards) .....\$172.00  
**X-Files Booster Packs** (15 cards) .....\$4.00  
**X-Files Booster Pack Display** (540 cards) .....\$129.00  
**X-Files Season III Booster Pack** 15 cards .....\$4.95

**22364 Booster Pack** (15 cards) *Due Nov* .....\$4.00  
**22364 Booster Display** (540 cards) *Due Nov* .....\$129.00  
Limited print run of 125 cards. Taken from the third season of X-Files. There are new bluff, witnesses, events, and agents, including Boniece, Holly and Lt. Brophy. There are ten ultra rare cards.

## Trading Card Accessories

**CRF81100 DECK PROTECTORS** \$10.00  
These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... \$90.00

**Black-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. \$10.00 each or for a whole display \$90.00 10 decks.

**GYM Superpro Sheet Card Holders (1)** \$0.50  
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

**GYM Floppy Card Sleeves (100)** \$2.00  
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format

**CRF Deck Binder** \$17.00  
A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

**GRF Card Album** \$20.00  
High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

**CRF200CB Ultimate Collection 200 Card Plastic Box** \$4.50  
Made of durable, rigid plastic, this box fits 200 trading cards.



# ROLE PLAYING GAMES

## Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Aeon

**SCI-FI** White Wolf's latest complete roleplaying system, this one set 150 years into our future.

**ÆON RPG** A century and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Aeon Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. Over 150 full color pages. **Due Dec '97.** **\$48.00**

## Amber

**FANTASY** A unique fantasy/sci-fi role playing game that does not use dice! By **Phage Press**.

**Amber RPG** A complete new role playing system, with three complete adventures, including *Throne War*, *Battleground on Shadow Earth* and *Into the Abyss*. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where *Logrus* tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. **\$36.95**

**Shadow Knight** A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhny the ancient Keeper of the Logrus, King Swaywill, blue stones called Tragoloths, the Undershadow, etc. **\$36.95**

## Aria

**FANTASY** A myth generation system that develops characters, cultures, myths and legends. By **Last Unicorn Games**.

**ARIA RPG** Aria, Canticle of the Monomorph, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realm on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages!! there are two sections in the book. Myth Creation with guidelines for creating mythical species, races, & cultures; Persona Creation, providing a comprehensive outline for methodical Persona generation. **\$45.00**

**Aria Worlds** This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. **\$40.00**

## Armored Trooper VOTOMS

**SCI-FI** RTG brings us another high quality RPG based solely upon Japanese animation. By **RTG**.

**Armored Trooper: Votoms** The official licensed role playing game of AT VOTOMS. Based on the hit media action series originally released by Sunrise in Japan and brought to the US by Central Park Media. *At Votoms* is a rich, complex SF setting, packed with combat, intrigue and a unique central motif, the man-sized powered fighting machines known as Armored Troopers. Produced in the same style as *Bubblegum Crisis*. **Due Dec '97.** **\$39.00**

## ARS MAGICA 4th Ed

**FANTASY** Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. Atlas Games have taken over development and production of *Ars Magica*.

**ARS MAGICA 4th Ed** The new edition of *Ars Magica*. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folklore and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. **\$48.00**

**Parma Fabula** Contains a 4 panel GM screen and a 32 page booklet.

which has a storyline that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. **\$24.00**

**Hedge Magic** Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. **\$22.50**

**The Fallen Angel** When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... **\$20.95**

## The Babylon Project

**SCIENCE FICTION** The long awaited role playing game of the spectacular television series, *Babylon 5*. By **Chameleon Eclectic**.

**THE BABYLON PROJECT RPG** The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. **\$40.00**

**Earthforce Sourcebook** Details the human's Earthforce organisation, spaceships, weapons, etc. Also includes rules for ship-to-ship combat, designed by the creator of *Full Thrust*. More information next catalog. 144 pages. **Due last week of Oct.** **\$29.00**



## BLOOD DAWN

**POST HOLOCAUST** The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By **Optimus Design Systems**.

**BLOOD DAWN RPG** A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilisation. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. **\$39.95**

## BLUE PLANET

**BLUE PLANET RPG** Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosusticate "Long Jong". Meanwhile, in the depths of Poseidon's oceans, the

natives of the world pursue their own mysterious goals. **\$45.00**

## BUBBLEGUM CRISIS

**BUBBLEGUM CRISIS RPG** Based on the hit anime video series, the *Bubblegum Crisis* RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabres, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hard suits and robotic motorcycles. With heaps of color and B&W artwork. **\$38.95**

**Bubblegum Crisis: Before & After** Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before *Bubblegum Crisis*, where before the Knight Sabres, only the AD Police stood between man and machine; and *Bubblegum Crash*, set after BGC, where amidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabres stand between MegaTokyo and the total destruction of *Bubblegum Crash*. Packed with new equipment, weapons, boomers, hard suits, power armor. **\$28.95**

## CASTLE FALKENSTEIN

**FANTASY** A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By **RTG**.

**CASTLE FALKENSTEIN** From the creators of *Cyberpunk*. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the deadly game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need two packs of playing cards to play. **\$45.00**

**Comme Il Faut: A Host's Guide to CF** Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Society, Alternate Rules & Clarifications, costumeing, etc. **\$28.95**

**Steam Age** The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automatons, etc. etc. 104 pages. **\$21.50**

**Sixguns & Sorcery** America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons. Voudon haunts the Orleans Free State. Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather... weird. **\$31.95**

**The Book of Sigils: Sorcerous Orders** Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. **\$23.95**

**The Lost Notebook of Leonardo da Vinci** The secrets of the Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. **\$23.95**

**The Memoirs of Auberon Faerie** The life story of Auberon, King of the Faerie Seelie Court. In depth source material on all the different types of Faerie: the helpful Brownies, the playful Pixies, the sensuous Naiads, and frightening Bogeyes and Haunts; the history of the 5 Earths the Fae have visited, and more. **\$28.95**

## Call of Cthulhu

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By **Chaosium**.

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, *The Dreamlands*, forensic pathology, an entertaining historic timeline, an illustrated bestiary. **\$34.95**

**1990s Handbook** A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. **\$21.00**

**Arkham Sanitarium** Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. **\$27.00**

**A Resection of Time** a 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash. When certain medical records, however, began to become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. **\$19.00**

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$22.00**

**Blood Brothers** 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$32.00**

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. **\$32.00**

**Cairo Guidebook** The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, ruins of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **\$28.95**

**Coming Full Circle** The little town of North Ashfield is not the kind of town where evil dwells. Yet it is not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed the town. **\$28.95**

**The Complete Dreamlands** Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams.



# 6- Roleplaying Games: Cthulhu - Conspiracy X

It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for over thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemmon Sails and Pickman's Student, etc. Almost 100 pages of background information. \$34.95

**Cthulhu for President** Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a '96 yard sign, a full color 11x17 poster, a window sign, 8 pages of speeches, posters, and a new vision booklet. Special - \$10.00

**Cthulhu Live!** A live action horror game set in the universe of eldritch horror created by HP Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players is average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. \$27.00

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. \$31.95

**Encyclopedia Cthulhiana** Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. \$17.95

**Fatal Experiments** Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. \$31.95

**Horror's Heart** This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Laviole family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. \$19.95

**In the Shadows** A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. \$18.95

**Keepers Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including: forbidden books, secret cults, alien races, mysterious places. \$20.95

**King of Chicago** Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages, Marseilles in France is also visited. \$17.95

**Mansions of Madness** Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. \$28.95

**Minions** Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? \$17.50

**Secrets** Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. \$14.50

**Strange Eons** Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented daywalkers. Six pregenerated characters are provided in each scenario. \$24.00

**Taint of Madness** Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. \$29.00

**The 1920s Investigator's Companion** Split into four sections. The Roaring Twenties which details life that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to investigator on how to survive. \$35.00

**The Compact Arkham Unveiled** A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This revised 2nd edition of Arkham unveiled. \$30.00

**The Compact Trail of Tsathuggua** When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. \$14.50

**The Complete Masks of Nyarlathotep** At long last the Stars are almost Right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. \$36.50

**The Dreaming Stone** Set primarily in Lovecraft's Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? \$19.00

**The Golden Dawn** The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. \$32.00

**The London Guidebook** Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. \$24.00

**The New Orleans Guidebook** New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. \$27.00

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artefacts - a subsequent expedition triggers tragic future consequences. \$28.95

**Utatti Asfet** A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the 'Eye of Wicked Sight', set in the 1990s. \$32.95

**Ye Book of Monsters II** Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. \$17.95

**CTHULHU MYTHOS ANTHOLOGIES**

1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft and his circle. \$17.50
2. Mysteries of the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. \$17.50
3. Cthulhu's Heirs New collection of tales, modern authors follow in the squiggly footsteps of Lovecraft & pals. \$17.50
4. Shub-Niggurath Cycle A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. \$17.50
5. The Book of Iod Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. \$17.50
6. The Azathoth Cycle Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. \$17.50
7. Mad in Glastonbury 17 stories written by authors who admire the works of Ramsey

Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. \$17.50

8. The Dunwich Cycle 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. \$17.50
9. The Disciples of Cthulhu The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. \$17.50
10. The Cthulhu Cycle The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. \$17.50
11. The Necronomicon Includes short stories and scholarly essays concerning that most untidy and blasphemous of Mythos tomes, the Necronomicon. \$17.50
12. Kothic Legend Cycle The complete Mythos fiction of Lin Carter. \$17.50
13. Nyarlathotep The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. \$17.50
14. Singers of Strange Songs Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. \$21.00

## Champions

**SUPER HEROES** The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games.

**CHAMPIONS: The New Millennium** With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr. Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero you want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc. \$40.00

**Champions: Alliances** You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job... you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caino, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. \$22.50

## Changeling

**HORROR** The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

**CHANGELING: THE DREAMING 2nd Ed RPG** Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 704 or more pages. \$48.00

**Changeling Player's Guide** Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. \$36.00

**Changeling Storytellers Screen 2nd Ed** Screen containing all the most useful charts: an introductory story, crossover rules, *Dreams and Nightmares* Enter the world of myth and dreams. Many changelings venture into the world of myth and dreams. Others come here in search of treasures and dream stuff. *Que Der*. \$25.00

**Freeholds & Hidden Glens** Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamour still exist today. Explores seven freeholds. \$23.95

**Immortal Eyes: The Toybox** San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. \$23.95

**Immortal Eyes: Shadows on the Hill** Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. \$23.95

**Immortal Eyes: Court of All Kings** The Emerald Isle, Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sielver's Gate, the last gate to Arcadia - rumored to be hidden along the island's rocky shores. \$23.95

**Isle of the Mighty Journey** to a land of ancient magics and hidden wonders - the Isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. \$35.00

**Kithbook: Nockers** Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. \$19.00

**Kithbook: Sluagh** Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned. \$19.00

**Kithbook: Trolls** Truth, honor, justice, and the things that trod stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. \$18.95

**Nobles: The Shining Host** From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chieftainship over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. \$18.95

**The Autumn People** The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dautain are dark and twisted, & hunt and destroy the fae. \$18.95

**The Enchanted** Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. They are often swept up in their adventures. \$24.00

**The Shadow Court** Tear aside the veil and discover the sinister secrets of the Shadow Court. Discover the Unsleic's dark rites and forbidden arts. But beware! These fae don't take kindly to those who pry into their affairs. Offers everything from new Arts, kith and noble houses to secret societies. \$28.95

## CHANGELING NOVELS

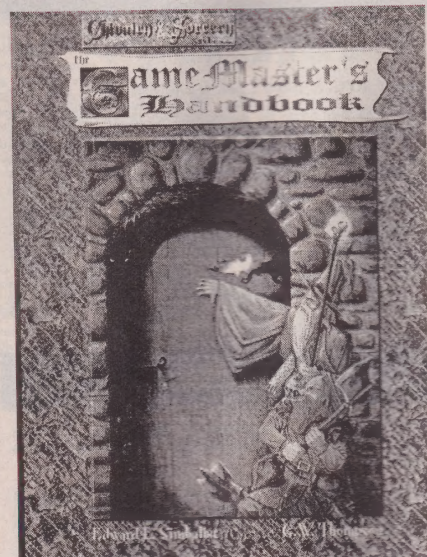
1. The Splendor Falls Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? \$9.50
- Immortal Eyes Trilogy
1. The Toybox The Toybox Coffee Shop houses six Changelings who together try to stop the wizard Malacair from claiming vengeance. \$9.50
2. Shadows on the Hill The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? \$9.50
3. Court of All Kings One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsborn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eystone. \$9.50

## Chivalry & Sorcery

**MEDIEVAL FANTASY** One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs.

**CHIVALRY & SORCERY** This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crisis Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. \$32.00

**Chivalry & Sorcery GM's Handbook** All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. \$29.00



Chivalry & Sorcery GM's Handbook  
Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. \$17.00

Stormwatch Your party has been charged with creating a buffer zone between the nation of Eib and the advancing Orc horde. For 4-8 characters of 1st to 3rd level. With eight character cards. \$13.00

## Conspiracy X

**SF HORROR/MYSTERY** Very clearly inspired by the X-Files television series. By New Millennium Entertainment.

**CONSPIRACY X RPG** Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who have been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. \$40.00

**Aegis Handbook** You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. \$25.50

**Conspiracy X Game Master's Screen** The usual GM's Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. \$25.50

**Nemeses: The Grey Sourcebook** Thousands have reported seeing flying saucers and little grey aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth until now. This 96 page sourcebook explains the history, technology, psychic powers, etc. of the Greys. \$24.00

**Cryptozoology** The study of unknown terrestrial lifeforms is called cryptozoology. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations.











**The Deva Spark Adventure** - players find a deva being pursued by a beholder. But devas are supposed to be good & lawful, and Beholders only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. **\$15.95**

**The Eternal Boundary** An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. **\$15.95**

**The Factol's Manifesto** 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. **\$31.95**

**The Great Modron March** The clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo, the horrors of the Abyss, and something big's afoot! **\$40.00**

**The Planeswalker's Handbook** Provides vital info about the planes and introduces new character roles and races. It also defines the new Planeswalker character kit for every class and features new proficiencies, spells, and planar equipment. **\$31.95**

**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. **\$23.95**

## PLANESCAPE NOVELS

### Blood Wars Trilogy

- 1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. **\$9.50**
- 2. Abyssal Warriors** Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. **\$9.50**
- 3. Planar Powers** It is time for Tara, daughter of Aereas, and Agnis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers. **\$9.50**

### Other Planescape Novels

- 1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. **Hard \$31.95 Soft \$9.50** Jan 98

## Birthright

**BIRTHRIGHT: Legacy of Kings Campaign Setting** A whole new campaign setting for AD&D. Players rule great kingdoms and command awesome magic in a world torn by war and conflict. This campaign places players on the throne of their own kingdoms. Not only do they control their heroic character, they are also responsible for the fortunes of a nation in a dark, war-torn world. The rulebook contains all the game info DMs need to run the campaign; the Atlas of Cerilia describes the races, characters, and lands of the island continent; Ruins of Empire presents the starting campaign area of Anuire. The game includes a large BattleMat of a Battlefield for resolving battles, which is broken into zones such as left flank, middle left flank, center, middle right, and right flank. There are 112 War Cards, depicting various troop types, to be used on the battlefield. **\$47.95**

**Book of Monsters** A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. **\$27.95**

**Ilien Domain Sourcebook** The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. **\$10.95**

**Khourane Domain Sourcebook** A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. **\$12.95**

**King of the Giantdowns** The Great Downs are the stuff of legends, but they are threatened by a new awnshegh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuralli by uniting the scattered Rjurik settlers? A 64 page adventure accessory. **\$19.00**

**Legends of the Hero Kings** More than 12 adventures that can be set in any region in Birthright. **\$31.95**

**Medoeere Domain Sourcebook** Ranging from the Spiderfell in the north to the Straits of Aerle in the south, Medoeere was born of faith and the blood of revolution. As regent, you fulfil the duties of archpriest, leading the theocracy to greater heights of glory. **\$10.95**

**Naval Battle System: The Seas of Cerilia** All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. **\$19.95**

**Sword of Roelle** Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. **\$20.95**

**Talime Domain Sourcebook** To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. **\$10.95**

**The Book of Priestcraft** Priests have the potential to wield great power in Cerilia, this accessory helps priest characters tap hidden strengths and expand their influence. Includes new spells, realm spells, etc. **Due Nov \$32.00**

**The Rjurik Highlands** New territory comes into play with this campaign expansion, exploring the lands and culture of advanced Viking-like peoples who battle humanoids of the worst sort. **\$31.95**

**Tribes of the Heartless Wastes** The savage lands of the brutal Vos, laid open at last. This campaign expansion contains new rules, new spells, and details about the cultures of the frozen tundra. **Due Jan 98 \$32.00**

### Birthright Novels

- 1. Greathart Novel.** Five hundred years after the cataclysm of Mt Deismaar, the elves mount a fierce resistance against the humans who destroy their forest and sacred groves. **\$9.50**
- 2. The Hag's Contract** This novel is the story of the legendary pirate King Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. **\$9.50**
- 3. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-dead - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roelles from the heart of Emperor Michael. **\$11.50**
- 4. War Sequel to The Iron Throne.** Michael Roelle died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. **\$34.95**
- 5. The Spider's Test** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. **\$9.50**

## Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

## DARK SUN CAMPAIGN MATERIAL

**DARK SUN Revised Campaign Setting** The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Kreen, Halfing Skyrare, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. **\$47.95**

**Beyond the Prism Pentad** This product offers extensive information to the world of Athas uncovered in the Prism Pentad novels. The Dragon king is dead and a new undead dragon has emerged. All of the events and characters of the Prism Pentad novels are detailed. There is also a short adventure. **\$10.95**

**City by the Silt Sea** The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Dregoth, the undead dragon king, and he is quickly building an army. **\$39.95**

**Defilers and Preservers: Wizards of Athas** Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. **\$25.95**

**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Gilder, giant Undead War Beetle, etc.), high-level Psionists, Illusionist devotions. **\$31.95**

**Psionic Artefacts of Athas** An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomechanical items of immense power. **\$31.95**

**The Wanderer's Chronicle: Mind Lords of the Last Sea** Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. **\$32.00**

**Thri-Kreen of Athas** Now you can roleplay a Thri-Kreen vicious mantis warrior, including sample thri-kreen packs, info on their nature and society, and character kits. 128 pages + map. **\$23.95**

## DARK SUN ADVENTURE MODULES

**DSE2 Black Spine Levels 7 - 10.** 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime gateway plane. Can you stop her endless horde? **\$39.95**

**Windriders of the Jagged Cliffs** Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. **\$23.95**

## DARK SUN NOVELS

### Prism Pentad

- 1: Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. **\$7.95**
- 2: Crimson Legion** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urk's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urk's might. **\$7.95**
- 3: Amber Enchantment** Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. **\$7.95**
- 4: Obsidian Arc** Power-hungry Tithian emerges as the new ruler of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. **\$7.95**
- 5: Cerulean Storm** Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world - or claim it? **\$7.95**

### Chronicles of Athas

- 1. The Brazen Gambit** A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. **\$7.95**
- 2. The Darkness Before Dawn** The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. **\$7.95**
- 3. The Broken Blade** The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villchik yanaya, Sorak embarks on a mission of aid for his new master, the Sage. **\$7.95**
- 4. Cinnabar Shadows** Maribe, the one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraita. **\$7.95**
- 5. The Rise and Fall of a Dragon King** The story of Hamanu, sorcerer-king of Urk, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn the secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. **\$7.95**

## FORGOTTEN REALMS

### FORGOTTEN REALMS BOXED SETS

**Forgotten Realms Campaign Setting 2nd Ed.** Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of Monstrous Compendium covering deadly creatures, 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **\$44.95**

**City of Splendors** A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. **\$39.95**

**Lands of Intrigue** Anm and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Anm, a dark secret has arisen. 3 books, 2 maps. **\$48.00**

**Menzoberranzan** The underground Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc. **\$47.95**

**Night Below** The Underdark Campaign The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. **\$47.95**

**Ruins of Undermountain** The guttrot beneath Waterdeep conceals a vast, honeycomb of chill caverns, lightning tunnels, &

dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions but loaded with loot. **\$39.95**

**Ruins of Undermountain II** All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adv book, 4 color maps, eight new Monstrous Compendium pages, & 8 cards. **\$39.95**

**Spellbound: Thay, Rashemen & Aglarond** A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. **\$39.95**

## FORGOTTEN REALMS CAMPAIGN MATERIAL

**Cult of the Dragon Long** have its members skulked behind the scenes, serving their undead dragon masters and furthering their own twisted agendas. **Due Feb 98 \$32.00**

**Elminster's Ecologies** A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page booklets. **\$39.95**

**Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls** Two 32 page booklets detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **\$15.95**

**Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills** Two 32 page & one 8 page booklets covering an area often hinted at but not explored. **\$15.95**

**Faiths & Avatars** Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. **\$39.95**

**FR15 Gold & Glory** A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Colour plates & maps. **\$19.95**

**FOR3 Pirates of the Fallen Star** Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. 128 pages. **\$23.95**

**FOR5 Elves of Evermeet** 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. **\$23.95**

**FOR6 The Seven Sisters** Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silvermoon, Sylune, Laeral, & the seventh, the seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **\$23.95**

**FOR7 Giantcraft** Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. **\$23.95**

**Prayers From the Faithful Companion to Pages From the Mages**, provides interesting information on a number of famous priest personalities in the Realms. **December \$32.00**

**Powers & Pantheons** 192 pages. Companion to *Faiths & Avatars*. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshippers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. **\$40.00**



By Eric L. Boyd

**Vilhon Reach** Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. **\$25.95**

**Villains' Lorebook** For every hero in the land there is a powerful nemesis lurking in the shadows. This book contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. **Due ever? \$40.00**

**Volo's Guide to All Things Magical** The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. **\$31.95**

**Volo's Guide to Cormyr** The Kingdom of King Azoun IV and his confidant Vangerdahl, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **\$19.95**

**Volo's Guide to the Dalelands** Here lie Shadowdale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentimar. **\$23.95**

**Volos's Guide to the Sword Coast** Covers the area from Baldurs Gate in the east and up the river Chilandath to Iriaebair. **\$15.95**

**Warriors and Priests of the Realms** Similar to the PHBR books, introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. **\$31.95**

**Wizards & Rogues of the Realms** Similar to the PHBR books, details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. **\$23.95**



# 10 - Roleplaying Games: AD&D

## FORGOTTEN REALMS ADVENTURE MODULES

**Castle Spulzeer** An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. **\$19.00**

**Four from Cormyr** Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. **Due Nov.** **\$32.00**

**Hellgate Keep** Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. **Due March '98.** **\$14.50**

**Marco Volo: Departure** All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm. **\$10.95**

**Marco Volo: Journey** All player levels, the imposter Volo continues on his romp through the Forgotten Realms. **\$10.95**

**Marco Volo: Arrival** The imposter has upset someone, so now he's on the run - but who is chasing him? **\$10.95**

**Undermountain Trilogy II: Maddingth's Castle** Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicable as the castle itself. Levels 8-10. **\$12.95**

**Undermountain Trilogy III: Stardock** This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. **\$12.95**

## FORGOTTEN REALMS ARCANE AGE

**Cormanthy: Empire of Elves** This *Arcane Age* boxed expansion reveals all the secrets of the ancient elf kingdom of Cormanthy. Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. **Due April '98.** **\$40.00**

**Magic This is a bridge** between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. **\$47.95**

**How the Mighty are Fallen** The first adventure for the *Arcane Age* campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. **\$20.95**

**The Fall of Myth Drannor** Characters can not only travel back through time to learn the ancient elf city's secrets, but they may even play a pivotal role in the shaping of history - their own history. **Due ever?** **\$19.00**

## FORGOTTEN REALMS NOVELS

### The Moonshae Trilogy

- 1: **Darkwalker on Moonshae** A relentless army of gnan, firolbags, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick. **\$7.95**
- 2: **Black Wizards** A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. **\$7.95**
- 3: **Darkwell** Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. **\$7.95**

### Finder's Stone Trilogy

- 1: **Azure Bonds** Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. **\$7.95**
- 2: **The Wyvern's Spur** The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfling bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power. **\$7.95**
- 3: **Song of the Saurials** The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Gryphar arrives, the new trial dissolves in a string of disappearances and murder. **\$7.95**

### Icewind Dale Trilogy

- 1: **The Crystal Shard** is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulfgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? **\$7.95**
- 2: **Streams of Silver** Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. **\$7.95**
- 3: **The Halfling's Gem** Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. **\$7.95**

### Avatar Quintology

- 1: **Shadowdale** The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. **\$7.95**
- 2: **Tantras** Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. **\$7.95**
- 3: **Waterdeep** The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn. **\$7.95**
- 4: **Prince of Lies** For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. **\$7.95**
- 5: **Crucible: The Trial of Cyric** The Mad The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line. **Due March '98.** **\$9.50**

### The Shadow of the Avatar Trilogy

- 1: **Shadows of Doom** Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. **\$7.95**
- 2: **Cloak of Shadows** The Shadowmasters have used their

powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them. **\$7.95**

- 3: **All Shadows Fled** The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Khelben & Alustriel stop them? **\$7.95**

### The Dark Elf Trilogy

- 1: **Homeland Journey** to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? **\$7.95**
- 2: **Exile** The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. **\$7.95**
- 3: **Sojourn** Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. **\$7.95**

### The Drizzt Dark Elf Quadrilogy

- 1: **The Legacy** Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. **\$9.50**
- 2: **Starless Night** softcover The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blindstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. **\$7.95**
- 3: **Siege of Darkness** In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **\$9.50**
- 4: **Passage to Dawn** The gripping climax. A mysterious poem, a spell gone awry, and a doomsday bring Drizzt Do'Urden and his companions back to Icewind Dale. **Softcover \$11.00**

### Daughter of the Drow Trilogy

- 1: **Daughter of the Drow** Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive elf sets off alone on a hazardous quest. **\$9.50**
- 2: **Starless Nights** The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that will ultimately pit them in a deadly conflict against each other. **Due ??** **Softcover \$9.50**

### Harpers Series INDEPENDENT TITLES

- 1: **The Parched Sea** The Zhenitarim have sent an army to enslave the nomads of the Great Desert. As tribe after tribe fall, only Rukha, an outcast witch, see the danger. She teams up with a Harper, & together they resist the invaders. **\$7.95**
- 2: **Elfshadow** Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. **\$7.95**
- 3: **Red Magic** A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. **\$7.95**
- 4: **The Night Parade** Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear. **\$7.95**
- 5: **The Ring of Winter** Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. **\$7.95**
- 6: **Crypt of the Shadow King** Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhenitarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. **\$7.95**
- 7: **Soldiers of Ice** Journeying north Martine finds herself trapped in a snowbound valley of Sarnak, kept company by gnomes and an ex-paladin Vilhelm. There she finds love & war as the gnomes defend their valley against an advancing horde of gnolls. **\$7.95**
- 8: **Elfsong** Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. **\$7.95**
- 9: **Crown of Fire** Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. **\$7.95**
- 10: **Masquerades** Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. **\$7.95**
- 11: **Curse of the Shadowmage** The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accused legacy of the Shadowmages resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **\$7.95**
- 12: **The Veiled Dragon** Features the return of Rukha the Bedine witch from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **\$9.50**
- 13: **Silver Shadows** Arilyn Moonblade, the half-elf heroine of the best selling *Elfshadow*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **\$9.50**
- 14: **Stormlight** Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. **\$9.50**
- 15: **Finder's Bane** A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder. **\$9.50**
- 16: **Fistandantilus** Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. **Due Nov.** **\$9.50**
- 17: **Tymora's Luck** Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability once and for all. **Due Jan '98.** **\$9.50**
- 18: **The Simbul's Gift** The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. **Due Nov.** **\$9.50**

### The Druidhome Trilogy

- 1: **Prophet of Moonshae** Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. **\$7.95**
- 2: **The Coral Kingdom** King Kendrick is held prisoner in the undersea city of the saluagin. His daughter must secure help from the

elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae. **\$7.95**

- 3: **The Druid Queen** Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae islands and the unity of the Folk. **\$7.95**

### The Cleric Quintet

- 1: **Canticle High** in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics, and others. But an evil, all consuming essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers & himself. **\$7.95**
- 2: **In Sylvan Shadows** Cadderly and his friends must save the inhabitants of the beautiful, elven forest, Shilmist, where a new opponent leads an army of vile monsters. **\$7.95**
- 3: **Night Masks** When Cadderly runs to the city of Carradorn for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. **\$7.95**
- 4: **Fallen Fortress** Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. **\$7.95**
- 5: **The Chaos Curse** Cadderly's life is shattered upon returning to Edificium library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. **\$7.95**

### Heroes of Phlan 3

- 1: **Pool of Radiance** A possessed dragon commands the undead armies of Valhingen Graveyard and the beasts from the ruins near Phlan. A spellcaster, a ranger thief, and a cleric join forces to deliver Phlan & Moonsea from the evil incarnate Tyrathraus. **\$7.95**
- 2: **Pools of Darkness** The entire city of Phlan has vanished, ripped from the surface of Toril by dire creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defence. **\$7.95**
- 3: **Pool of Twilight** The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Bane was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin. **\$7.95**

### Twilight Giants Trilogy

- 1: **The Ogre's Pact** An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers jealously guarded secret. **\$7.95**
- 2: **The Giant Among Us** As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads. **\$7.95**
- 3: **The Titan of Twilight** The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firolbog scout Tavris Burdun, the runemaster giant-kin Basil, & the orphan thief Ayver, does Brianna have any hope. **\$7.95**

### The Nobles Series

- 1: **King Pinch** Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. **\$7.95**
- 2: **War in Tethyr** Introduces the adventures of many unforgettable characters during a war in Tethyr. **\$7.95**
- 3: **Escape from Undermountain** In order to rescue a young uncle, Atrek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. **\$9.50**
- 4: **The Mage in the Iron Mask** The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. **\$9.50**
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### Lost Empires Trilogy

- 1: **The Lost Library of Cormanthy** The Library of Cormanthy - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. **Due April '98.** **\$9.50**

### Miscellaneous Books

- 1: **Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving the Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **\$7.95**
- 2: **Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. **\$7.95**
- 3: **Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoun of Zhenit Keep, Eliah Craulnbor, and Zulkir Szass Tam. **\$7.95**
- 4: **Once Aboard** The Realms Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. **\$7.95**
- 5: **Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. **\$9.50**
- 6: **Elminster in Myth Drannor** Hardcover. Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthy to learn its ways and magics despite the xenophobic fables of the elves within. Political intrigue abounds. **Due Dec.** **\$32.00**
- 7: **Realms of Magic Anthology** Never before published tales of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. **\$7.95**
- 8: **Murder in Cormyr** Hardcover When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. **\$29.95**
- 9: **Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **\$9.50**
- 10: **Cormyr: A Novel** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff



Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. **\$11.00 Due ??**  
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**12. Evermeet: A Novel Hardcover** The details behind Maer's Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. **Due ?? \$35.00**

## DRAGONLANCE

### DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

**Tales of the Lance** A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Tals cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc.). **\$28.95**  
**Leaves From the Inn of the Last Home** For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$20.95**

**The History of Dragonlance** Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **\$29.95**

### DRAGONLANCE: THE FIFTH AGE

**DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME** Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fae cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. **\$39.95**

**Bestiary** A master guide to beasts cruel and kind. This is an in-depth look at the flora and fauna, peoples and monsters of myth for *Dragonlance 5<sup>th</sup> Age*. **Due ?? \$40.00**  
**Citadel of Light** This adventure and supplement explores the centre of the new faith, the Citadel of Light and the mystic power of the Heart, and brings mystics to age. **Due ?? \$35.00**

**Heroes of Defiance** Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age*. **\$32.00**

**Heroes of Hope** Part of the *Dragons of a New Age* adventure. Hope fuels the legacy of the departed gods - the gift to perform mystic miracles through the faith and compassion of the one's spirit. This adventure takes heroes on a quest to find the ancestral crown of the sea elves, and reach a fateful showdown in the land of Malys. **Feb '98 \$32.00**  
**Heroes of Sorcery** Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5<sup>th</sup> Age. **Due Dec. \$32.00**

**Heroes of Steel** First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1<sup>st</sup> part of an epic adventure that sets in motion the *Dragons of a New Age* saga. **\$28.95**

**Wings of Fury** A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, attitudes, agendas, powers, etc. **April '98 \$35.00**

### DRAGONLANCE THE FIFTH AGE NOVELS

- 1. The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the struggle for survival in a war torn landscape as new threats loom at every turn. **\$9.50**
- 2. The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. **\$9.50**
- 3. The Eve of the Maelstrom** New heroes come into focus as well as new and even more deadly enemies, dragons and humans alike. **Due March '98. \$9.50**

### DRAGONLANCE NOVELS

#### Dragonlance Chronicles

- 1: Dragons of Autumn** Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. **\$7.95**
- 2: Dragons of Winter** Night The adventure continues...treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. **\$7.95**
- 3: Dragons of Spring** Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. **\$7.95**
- 4. Dragons of Summer** Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. **\$10.95**

#### Dragonlance Legends

- 1: Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. **\$7.95**
- 2: War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. **\$7.95**
- 3: Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide, and Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. **\$7.95**

#### Dragonlance Tales

- 1: The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. **\$7.95**
- 2: Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. **\$7.95**
- 3: Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past that have bearing on the future of Krynn. **\$7.95**

#### Dragonlance

- 1: The Reign of Istar** A kender becomes a Solamnnc Knight (almost). An oger emerges as an unlikely saviour of the dwarven race, and gladiators compete in the bloodsport of Istar. **\$7.95**
- 2: The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. **\$7.95**
- 3: The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods to good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. **\$7.95**

#### DL Saga Heroes

- 1: The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnnc knights, his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? **\$7.95**
- 2: Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. **\$7.95**
- 3: V Weasel's Luck** Young Weasel is shoved into the centre of a centuries old feud. And together with the great Solamnnc Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. **\$7.95**

#### DL Saga Heroes II

- 1: Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnnc, he is plunged into a nightmare of magic, danger, and deja vu. **\$7.95**
- 2: The Gates of Thorbardin** Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to new horror. **\$7.95**
- 3: Galen Brightblade** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. **\$7.95**

#### DL Saga Preludes

- 1: Darkness & Light** Tells of the time Sturm and Kitara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. **\$7.95**
- 2: Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who picksles one of everything, including kenders! **\$7.95**
- 3: Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. **\$7.95**

#### DL Saga Preludes II

- 1: Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric swordsman Riverwind falls down magical-shaft and alights in a world of slavery and rebellion. **\$7.95**
- 2: Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... **\$7.95**
- 3: Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. **\$7.95**

#### DL Saga Villains

- 1: Before the Mask** Young Verminard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. **\$7.95**
- 2: The Black Wing** The rise and fall of an evil dragon. The black dragon Khisanth is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. **\$7.95**
- 3: Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrible forces follow the commands of one man...Arktas, the Emperor of Ansalon. **\$7.95**
- 4: Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. **\$7.95**
- 5: Lord Toledo** Vain, pompous, and unreliable, Slavemaster and Dragonlord Hederick Felmawster Toded survives every evil trial and tribulation. **\$7.95**
- 6: The Dark Queen** Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. **\$7.95**

#### Elven Nations Trilogy

- 1: Firstborn** Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is enthroned. **\$7.95**
- 2: The Kinslayer** Wars Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. **\$7.95**
- 3: The Qualinesti** The founding of the Qualinesti and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfairness of his wife, and the mysterious behaviour of his son and successor. **\$7.95**

#### Dwarven Nations Trilogy

- 1: Covenant of the Forge** As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. **\$7.95**
- 2: Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. **\$7.95**
- 3: The Swordsheath Scroll** Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. **\$7.95**

#### Meetings Sextet

- 1: Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. **\$7.95**
- 2: Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaetons to save both Tas & the Black Robes from a fate far worse than death. **\$7.95**
- 3: Dark Heart** The story of beautiful, dark hearted Kitara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitara, growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. **\$7.95**
- 4: The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnnc Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. **\$7.95**
- 5: Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. **\$7.95**
- 6: The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. **\$7.95**

#### Defenders of Magic Trilogy

- 1. Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. **\$7.95**
- 2. The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... **\$7.95**
- 3. The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram Dithon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. **\$7.95**

#### Miscellaneous

- 1. Dragons of Krynn** An anthology of dragon tails - oops - tales. **\$7.95**
- 2. The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. **\$7.95**
- 3. The Dragons of Chaos** This new short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. **Due Jan '98. \$9.50**
- 4. The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **\$9.50**
- 5. Murder in Tarsis Hardcover** The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. **\$29.95**
- 6. The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - unite unite for a common goal. Without an alliance, doom is assured for both parties. **April '98 \$11.00**
- 7. Tales of Uncle Trapspranger** The story of Trapspranger Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! **Due Dec. \$9.50**
- 8. The Soul Forge Hardcover novel.** The Chaos War is over, and once again Raistlin bids his companions farewell. Then he pauses to reflect on his life. **Due Feb '98. \$38.00**

#### DL Saga Lost Histories

- 1. The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. **\$7.95**
- 2. The Irda** Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn the personal legendary race fell from the grace of their gods. **\$7.95**
- 3. The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. **\$7.95**
- 4. Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. **\$7.95**
- 5. The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimmest of villains. **\$7.95**
- 6. The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. **\$7.95**

#### DragonLance Warriors

- 1. Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnnc are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. **\$7.95**
- 2. Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation's to win her father's freedom. **\$7.95**
- 3. Knights of the Sword** The Knights of Solamnnc were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnnc knights will be highlighted. **\$7.95**
- 4. Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. **\$7.95**
- 5. Knights of the Rose** The third quest of Sir Pirvan the



# 12 - Roleplaying Games: AD&D - Elric!

Wayward culminates in his rise to the status of Knight of the Rose. As more knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. **\$7.95**

6. **Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. **Due Oct? \$7.95**

7. **The Wayward Knights** Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago. **\$9.50**

## Lost Legends I

1. **Vinas Solammus** Chronicles the life story of the founder of the Knights of Solamnia. No knight was ever nobler, more spiritual, more idealistic than Vinas Solammus...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. **\$9.50**

## RAVENLOFT

### RAVENLOFT CAMPAIGN MATERIAL

**RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD** Vampires, werewolves, terror riddled castles, and alluring hair-raising tales to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. **\$48.00**

**A Guide to Transylvania** The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. **\$20.95**

**Champions of the Mist** This rogues' gallery of heroes presents a multitude of characters, including the most popular heroes of the Ravenloft novels. Includes possible adventure hooks & background stories. **Due ?? \$19.00**

**Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story and weaknesses. **Due December \$29.00**

**Children of the Night: Vampires** Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. **\$25.95**

**Forged of Darkness** Discover many unique magical artefacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark story behind each mystical artefact in this collection and the curse associated with it is revealed. **\$20.95**

**MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. **\$17.95**

**Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era of booklets, DM screen, 2 maps. **\$39.95**

**The Gothic Earth Gazetteer** A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. **\$15.95**

**Monstrous Compendium: Ravenloft Appendices I & II** The original two Ravenloft Monstrous Compendiums put together to form one book. **\$31.95**

**Monstrous Compendium Ravenloft App #3** 128 pages of more beasts to spring on unsuspecting PCs. **\$28.95**

**RRI Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. **\$17.95**

**RR4 Islands of Terror** 9 exotic islands whose lords are as malevolent as Ravenloft's Darklords. From the bestial deserts of the Hive Queen, to a once virtuous lady fallen from grace. **\$17.95**

**RR5 Van Richten's Guide to Ghosts** Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. **\$17.95**

**RR8 Van Richten's Guide to the Created** Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **\$20.95**

**Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. **\$20.95**

**Van Richten's Guide to Fiends** This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. **\$19.95**

**Van Richten's Guide to the Vistani** Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. **\$19.95**

**The Nightmare Lands** A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when the spirits are drawn from their bodies and captured by the ruler of the land. Only by defeating the minions of Nightmare's mistress can they hope to escape. **\$31.95**

### RAVENLOFT ADVENTURE MODULES

**RE1 Adams Wrath** A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. **\$15.95**

**RM1 Roots of Evil** The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. **\$19.95**

**RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. **\$17.95**

**RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! **\$17.95**

**RQ2 Thoughts of Darkness** Bluespurr (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **\$15.95**

**A Light in the Belfry** An audio CD adventure in which players have to hunt down an evil Necromancer, who destroyed the noble order called the Circle. But failure brings a fate worse than death. **\$23.95**

**Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. **Due Dec \$29.00**

**Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. **\$15.95**

**Death Unchained** In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales in the Ebon Fold behind this grim harvest. **\$20.95**

**Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. **\$20.95**

**Hour of the Knife** Jack's back (ie the Ripper), except he's really a doppelganger who can copy anyone. **\$15.95**

**Howls in the Night** Inspired by Sir Arthur Conan Doyle's Hound of the Baskervilles. 32 pages. **\$10.95**

**Neither Man Nor Beast** The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **\$15.95**

**Servants of Darkness** Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the incantation and the witches he hunts bring a terrible darkness to the land. Adventure. **Due March '98 \$19.00**

**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **\$15.95**

**The Evil Eye** The heroes must prevail upon the mysterious power of the gypsy Vistani in order to complete their mission. **\$15.95**

**The Forgotten Terror** Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. **\$19.00**

**The Shadow Rift** Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. **Sept. \$40.00**

**When the Black Roses Bloom** Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. **\$15.95**

## RAVENLOFT NOVELS

### The Ravenloft Series

1. **Vampire of the Mists** Jander Sunstar, an eleven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **\$7.95**

2. **Knight of the Black Rose** The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **\$7.95**

3. **Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Sourange. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. **\$7.95**

4. **Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **\$7.95**

5. **Tapestry of Dark Souls** The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion...or their doom. **\$7.95**

6. **Carnival of Fear** **\$7.95**

7. **The Enemy Within** **\$7.95**

8. **Mordenheim** **\$7.95**

9. **Tales of Ravenloft Anthology** **\$7.95**

10. **Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **\$7.95**

11. **Death of a Darklord** A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Karkass. But who is their real target? **\$7.95**

12. **Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **\$7.95**

13. **King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **\$7.95**

14. **To Sleep with Evil** Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. **\$7.95**

15. **Lord of the Necropolis** By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. **Due November \$9.50**

16. **Shadowborn** The name Shadowborn brings horror into the hearts of the undead, for it belongs to the family who has plotted to reclaim the Demiplane of Dread for the forces of light. Shadowborn, armed with his own weapons of enchantment, sets out to destroy the undead. **Due April '98 \$9.50**

17. **Tower of Doom** A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. **\$8.00**

### Miscellaneous

1. **I, Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beauty. Tatayana. But so does Strahd, who sees in her all the grace and beauty the war has robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. **Hardcover - \$23.95 Softcover - \$9.50**

2. **I, Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? **Due ?? \$9.50**

## Earthdawn

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

**EARTHDOWN RPG** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the clouds of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalist or weaponsmiths, human illusionists or nethermancers, troll sky raiders, t'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Softcover \$31.95**

**Arcane Mysteries of Barsaive** Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. **\$24.00**

**Barsaive Campaign Set** Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **\$39.95**

**Blades** This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. **\$23.95**

**Creatures of Barsaive** The horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel

a troll with one swipe of its claws, etc. 50 creatures. **\$28.95**

**Denizens of Earthdawn Vol 1** Includes heaps of full color plates. This 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. **\$28.95**

**Denizens of Earthdawn Vol 2** In-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. **\$28.95**

**Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lighthearts, rules for ship combat, etc. **\$28.95**

**Earthdawn GM Pack** GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. **\$19.95**

**Earthdawn Survival Guide** Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. **\$28.95**

**Horror** The horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the eyes of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **\$28.95**

**Infected** An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **\$15.95**

**Legends of Earthdawn Vol 1** Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for horrors & magical items. **\$15.95**

**Legends of Earthdawn Vol 2: The Book of Exploration** Offers adventures a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. **\$15.95**

**Magic: A Manual of Mystic Secrets** Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. **\$28.95**

**Parlainth: The Forgotten City** Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **\$39.95**

**Parlainth Adventures** Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. **\$15.95**

**Prelude to War** The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. **\$24.00**

**Secret Societies of Barsaive** Describes several significant and powerful clandestine groups, the people behind them and their ultimate goals. Includes adventure ideas. **Due Dec \$29.00**

**Shattered Pattern** An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **\$15.95**

**Sky Point and Vivane** The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of elves live in agony amidst an unnatural, twisted wood. The fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. **\$39.95**

**Sky Point Adventures** From a search for stolen coins belonging to a Theran Noble houses; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. **\$15.95**

**Theran Empire** Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. **\$34.95**

**The Blood Wood** Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. **\$29.00**

**The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. **\$12.95**

**The Serpent River** Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. **\$28.95**

**Throal: The Dwarf Kingdom** The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life: dwarf merchants, ork tavern owners, t'skrang swordmasters, winding thieves, etc. With adventure hooks and heaps of background information. **\$31.95**

**Throal Adventures** Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. **\$18.95**

## EARTHDOWN NOVELS

6. **Shroud of Madness** Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. **\$39.95**

7. **Lost Kaer** Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. **Due Nov. \$7.95**

## Elric

**DARK FANTASY** The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

**Elric! RPG** A new and complete roleplaying game set in the



**Young Kingdoms.** This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **\$31.95**

**Atlas of the Young Kingdoms Vol 1** Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. **\$18.95**

**Elric Screen** 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. **\$23.95**

**Sailing on the Seas of Fate** All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. **\$18.95**

**The Bronze Grimoire** The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. **\$18.95**

**The Fate of Fools** Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennu? **\$17.50**

**The Unknown East** Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melinbone and her chaos patrons warred against the Menastri, supporters of the balance. The Menastri fled to unknown eastern lands, where they build great Kingdoms. But now Melinbone has found them again. **\$28.95**

## Epiphany: Legends of Hyperborea

**Fantasy** A simple and playable game that brings the mystery of Atlantis to life. **By BTRC.**

**Epiphany: Legends of Hyperborea RPG** A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. **\$10.00**

## Fading Suns

**SCI-FI** Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

**FADING SUNS RPG** It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. **\$40.00**

**Byzantium Secundus** Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lie in their own backyard. This world's darkest pit hides unimaginable evil. **\$29.00**

**Fading Suns GM Screen & Weapons Compendium** A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. **\$19.00**

**Fading Suns Players Companion** 208 pages including new Blessings and Curses, Benefices and Affiliations, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changel. **\$40.00**

**Forbidden Lore: Technology** Technology is the Known World's not just once, but science fell from its pedestal, with the rise of feudalism and superstitious priests, stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. **\$24.00**

**Lords of the Known Worlds** Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility. Ur-Obun council members, & Vorox lords. **\$29.00**

**Priests of the Celestial Sun** The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. **\$30.00**

**Weird Places** Roam the strange fields of Pentauch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. **\$19.00**

## Feng Shui

**SCI-FI/FANTASY** Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. **By Daedalus Entertainment.**

**FENG SHUI SHADOWFIST RPG** The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war. Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kung fu skills, spells and chi, and modern day weapons. This RPG is based on the Shadowfist trading card game, and consists of 286 full color profusely illustrated pages full of background. **\$47.95**

**Back For Seconds** Help wanted. Kill-crazed assassins, arcane-morphing abominations, champagne cyborgs, rogue demons - we're talking world-class heavy hitters, ripped bleeding from the world of the Shadowfist card game, smashed right down into your campaign with full stats and stories. 78 pages. **\$27.00**

**Marked for Death** With five tales of the secret war, ready to

spring on the players. Can they defeat a powerful demon lord, or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. **\$20.95**

**Thorns of the Lotus** Say hello to the biggest, baddest, funniest-talking guys in the world of Feng Shui. These members are experts in sorcery and demon-summoning and seek world domination! **\$31.95**

## GURPS

**GENERIC** An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

**GURPS BASIC RULEBOOK 3rd Ed.** 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **\$31.95**

**GURPS Alternate Earths Travel** The Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **\$28.95**

**GURPS Autoduel 2nd Ed** Set in our post-apocalyptic world, based on the Car Wars boardgame. It's a world devastated by war, famine and despair...on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, a history of Autoduel America, etc. **\$28.95**

**GURPS Black Ops** Vampires, werewolves, demons, strange things living in the sewers. You work for the company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. **Ocr. \$29.00**

**GURPS Celtic Myth** Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors and mystic druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **\$31.95**

**GURPS Compendium I** Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. **\$34.95**

**GURPS CthulhuPunk** A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **\$31.95**

**GURPS Cyberpunk** An accessory for playing Cyberpunk with GURPS. **\$31.95**

**GURPS Dinosaurs** Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. **\$28.95**

**GURPS Fantasy Folk 2nd Ed** From the tiny winged Elyllon to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$31.95**

**GURPS Goblins** The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which include gnomes, hobgoblins, trolls, ogres, giants, etc. **\$31.95**

**GURPS Greece** Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. **\$31.95**

**GURPS Illuminati** The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **\$28.95**

**GURPS IOU** About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes: Campus rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatier on campus, either. Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! **\$31.95**

**GURPS Martial Arts 2nd Ed** Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **\$31.95**

**GURPS Mage: The Ascension** 92 pp book that allows players to play MAGE using the GURPS rules system. **\$31.95**

**GURPS Mecha** From battleshield space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. **\$28.95**

**GURPS Places of Mystery** Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. **\$31.95**

**GURPS Planet Krishna** From the classic *Viagens* books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans except for their green skin and feathery antennae; six legged yekis, sea-monsters, etc. **\$29.00**

**GURPS Robots** A cold-eyed stare from the shadows of the alley...the spine-tingling scrape, scrape as metallic feet drag along the concrete...the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots; do they need us? **\$29.00**

**GURPS Supers 2nd Ed** Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **\$31.95**

**GURPS Time Travel** Rules for flitting around time, past, present, future. **\$31.95**

**GURPS Ultra-Tech 2** Hard-core, hard-wired hardware, from galling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc. **\$29.00**

**GURPS Vampire** Allowing you to play Vampire stuff with GURPS rules. **\$31.95**

**GURPS Vehicles 2nd Ed** 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **\$35.95**

**GURPS Warehouse 23** The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. **\$28.95**

**GURPS Werewolf** Allows you to play Werewolf with GURPS rules. **\$31.95**

## Harnmaster

**FANTASY** A fantasy world with an extensive, rich background. **By Columbia Games.**

**HARNMASTER RPG 2nd Ed** The long awaited 2nd Edition

rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customise your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use "hit points". You receive injuries to your body, and these wounds take time to heal. **\$49.95**

**HarnMaster Pilots' Almanac** Details later? **\$25.95**

**HarnMaster Character Sheets** Pad of character sheets in full color. **\$10.50**

**HarnPlayer** Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. **\$25.95**

**HarnMaster Magic** The Ancient and Esoteric orders of the Shek-Pvar have existed on Melderyn for at least 2,000 years. Features mage character generation, enchantments and spells, enriches magic all completely rewritten. **\$45.95**

**HarnMaster Religion** Details later. **Due July. \$37.95**

**HarnMaster Bestiary** Details later. **Due Sep. \$63.95**

**HarnMaster Military** Details later. **Due Nov. \$37.95**

**HARNWORLD 2nd Ed** This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. **\$32.50**

**100 Bushels of Rye** Adventure in which the players investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. The village of Loban has been mapped and described in some detail. **\$12.95**

**Araka-Kalai** The mysterious pit of Iivar is reputed to be the home of Harn's most bizarre inhabitant, the deity Iivar. Includes two color maps, one of the pit and another of a nearby temple complex, geography and history of the area, and an adventure for several adventurers. **\$20.95**

**Azadmere** A dwarf mountain kingdom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. **\$17.95**

**Castles of Harn** All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. **\$20.95**

**Castles of Orbaal** With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. **\$20.95**

**Cities of Harn** Details later. **Due Dec. \$32.50**

**Chybsia** A tiny feudal kingdom in eastern Harn, ruled by Verild II. Chybsia maintains a fragile independence from Kaldor. **\$23.50**

**Kaldor**, both of whose kings have claims on her crown. Includes full color map, history, etc. **\$15.95**

**Curse of Hlen** An adventure set in the locals of Borin, Hlen, Varaxis, and the city of Nascent Visions, which is a great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. It is currently held by an ambitious warlord of unknown origin. And change awaits you here. **\$15.95**

**Dead of Winter** Adventure. **Due July. \$15.95**

**Eyael Elf Kingdom**. More details later. **Due Sep. \$20.95**

**Kaldor** The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. **\$23.50**

**Kirarg: the Lost City** Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kirarg. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. **\$15.95**

**Nasty, Brutish & Short** Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. **\$20.95**

**Orbaal** This fragmented and unruly northern kingdom, was a Jarani realm before being conquered by Vinian vikings. Includes notes on the history and culture of Orbaal, genealogical data on the royal clan, and a color page of heraldry for thirty-eight great clans. **\$20.95**

**Pilots' Almanac** Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. **\$20.00**

**Tharda Republic**. More details later. **\$20.95**

## Heavy Gear

**SCI-FI** A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

**HEAVY GEAR RPG** This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240+ page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. **\$47.95**

**Duelist's Handbook** The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. **\$31.95**

**Heavy Gear Character Compendium** Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. **\$31.95**

**Heavy Gear: Desert Maps (4)** Two each of two 15" x 19" color maps of desert, with 1" hexes. **\$19.95**

**Heavy Gear GM Screen & Counters** Same screen and counters as above, but without the booklet & maps. **\$22.50**

**Heavy Gear Storyline Book One: Crisis of Faith** In the Badlands, old allies meet again. In the South, intrigues are revealed and rebels become leaders. In the North, the seeds of war take root. The crisis of faith has begun. **Due Dec. \$32.00**

**Humanist Alliance Leaguebook** Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. **Due Dec. \$32.00**

**Into the Badlands Sourcebook** Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern



# 14 - Roleplaying Games: Heavy Gear - Legends of the Five Rings

Forces, Semi-Legendary Sand Riders, etc. **\$21.50**  
**Mini Heavy Gear** This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **\$2.95**  
**Northern Lights Confederacy Sourcebook** Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. **\$32.00**  
**Northern Vehicle Compendium One** This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. **\$43.50**  
**Northern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**  
**Southern Republic Army List** The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilization. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **\$39.95**  
**Southern Republic Sourcebook** Complete details on the most powerful of the Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **\$32.00**  
**Southern Vehicle Compendium One** All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making them. **\$43.50**  
**Southern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**  
**Tactical Air Support** Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. **\$26.95**  
**Tactical Field Support** Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. **\$32.00**  
**Technical Manual** Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. **\$31.95**  
**Terra Nova Sourcebook** Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each region's flora and fauna; a listing and description for all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. **\$31.95**  
**The New Breed: Battle Before the Storm** Based on the Heavy Gear Computer Game, this book describes the game's landscapes and provides insight as to their crews and capabilities. Contains a color section with sketches and screen shots from the game. **\$40.00**  
**Woodland Maps** (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. **\$17.95**

## Heroes Unlimited

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium.

**HEROES UNLIMITED** 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! **\$31.95**

**Aliens Unlimited** 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. **\$31.95**

**Mystic China** The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **\$31.95**

**Villains Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **\$40.00**

## High Colonies

**SCI-FI** A simple role playing game set in our near future. By Columbia Games.

**HIGH COLONIES RPG** Two hundred years in the future, Earth is a deadly wasteland, ravaged by nuclear, chemical and biological weapons. Humanity lives in exile, clinging to life on a multitude of space stations in the Solar System. These stations are the High Colonies, the last hope of mankind. Players assume the roles of men and women struggling to succeed in a dangerous society. They face threats from alien creatures, bio-engineered renegade soldiers, fanatical tyrants and desperate pirates. 102 pages with simple to follow rules. **\$18.00**

## HOL

**HOL Human Occupied Landfill.** An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black DogGame Factory)

**HOL Human Occupied Landfill.** An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **\$25.95**

**Buttery WHOLEsomeness** Well, I'm looking at the pages of

hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pre-generated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. **\$17.95**

## Immortal

**FANTASY** A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing.

**IMMORTAL The Invisible War RPG** You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awakening everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. **\$35.00**

**Immortal Dracul** The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. **\$28.95**

**Immortal Pilot Pack** Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. **\$18.00**

**Immortal Serenades** A definitive guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal powers; over 75 never before published mystic powers, etc. **\$27.00**

**Dream Stroke Millennia** have passed inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. **\$18.00**

**Lost Trinity** An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsa and Sharaki, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? **\$39.00**

**The Art of War Expanded** rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages brimming with new combat manoeuvres and weapons useable by all immortal characters. **\$25.00**

**The Shapeshifter's Manual** Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. **\$27.00**

## In Nomine

**ANGELS VS DEMONS** Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson.

**IN NOMINE RPG** They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. **\$39.95**

**In Nomine Hardcover RPG** Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. **\$48.00**

**In Nomine GM Pack** GM Screen plus an adventure for three to five Celestials, angelic or diabolical. **\$17.95**

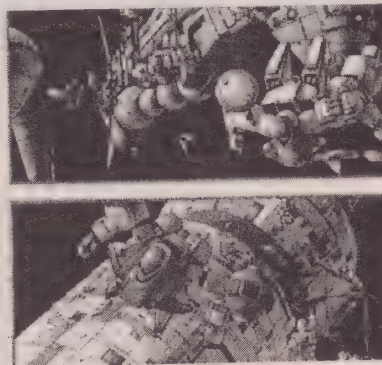
**Revelations #1 Night Music** Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and Demon Prince Samaria; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. **\$29.00**

**Revelations #3 Heaven & Hell** Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon. **\$29.00**

**The Angelic Players Guide** The comprehensive guide for anyone wanting to play on the side of Light, including expansions on the major choirs, divine intervention, history, etc. **\$28.95**

## Jovian Chronicles

**SCIENCE FICTION** A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.



**JOVIAN CHRONICLES RPG Silhouette Edition** Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. **\$48.00**

**Jovian Chronicles Companion** Contains even more info on the world and history, along with advanced rules for character generation and tactical combat; also has a complete adventure, + 12 vehicles. **\$32.00**

**Jovian Chronicles Mechanical Catalog** There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. **\$32.00**

## Kingdoms of Kalamar

**FANTASY SETTING** A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc.

**Kingdoms of Kalamar** This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Dhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) **\$30.00**

**Tragedy in the Broden** Tragedy in the House of Broden is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc. **\$11.00**

**Secret Temple of Adaly Danger** lurks in and around Thyghasa: religious factions mislead the peace, prospectors have been disappearing, and an evil artifact has been stolen. **\$16.00**

## Kult

**KULT 2nd Ed RPG** Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality. Only the GM knows what is really happening. For mature players only. **\$48.00**

## Legends of the Five Rings

**ORIENTAL FANTASY** A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

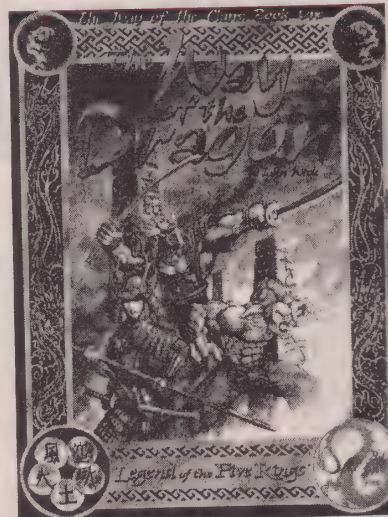
**LEGEND OF THE FIVE RINGS RPG** A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. **\$48.00**

**City of Lies** The first in a set of boxed campaign sets, tells the story of Kyoso Owari, the heart of Scorpion diplomacy and trade. With over 80 detailed NPCs, dozens of locations, an eight part campaign, map of the city, etc. **\$40.00**

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**Shadowlands Sourcebook** Learn the secrets of the creatures of the Shadowlands. Also includes sketches and illustrations of goblins, ogres, trolls, and the various oni. Has game stats and mechanics for over 50 oni and Shadowlands creatures. **\$24.00**

**The Way of the Dragon** The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. **\$24.00**





## Macho Women With Guns

Spoo! A sling off at other RPGs and common sense in general. By BTRC.

**MACHO WOMEN WITH GUNS RPG 2nd Ed** I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. \$11.00

**More Excuses to Kill Things** Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. \$11.00

**3G: Guns, Guns, Guns** Lets you design custom weapons for virtually any role playing game. Design realistic weapons in 3G's universal format, and then convert the stats to the system you like best. You can choose from conventional weapons, rockets, lasers, railguns, and melee weapons. For any tech level. \$22.50

## Mage

**DARK FANTASY Third in White Wolf's immensely popular series.** The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

**MAGE 2nd Ed** A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandil, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. \$44.95

**Beyond the Barriers: The Book of Worlds** Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chambers, untried reflections and mysterious Zones spin in the unmapable dance of creation. Push on through the Horizons and endless space becomes your playground. Just watch your step... \$34.95

**Book of Shadows** The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. \$28.95

**Cult of Ecstasy** Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for the ecstasy, & they reach inner truths or obliteration in response to their efforts. \$15.95

**Destiny's Price** An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. \$23.95

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**Euthanatos** Tradition Book. Unjustly branded death mages, the euthanatos serve the Great Cycle as last they can, rather as they can. This book dispels many myths and explores uneasy truths about these frightening mages. Templates, foci, weapons and more. \$16.00

**Halls of Arcanum** Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, system crashes, the Spy's Demise, and two ready to run tales set in the net. \$18.95

**Hidden Lore: Mage 2nd Ed Screen & Sourcebook** All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. \$23.95

**Horizon: The Stronghold of Hope** 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. \$23.95

**Loom of Fate** Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$15.95

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**Mage Dice** A set of ten Mage dice with a carry bag. \$12.50

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**Technocracy: Void Engineers** Something's out there... and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. \$15.95

**Sorcerer A World of Darkness** book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore, and templates. \$26.00

**The Akashic Brotherhood** Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rites, and Talismans of Do. 6 character templates, for players or Storytellers. \$15.95

**The Book of Crafts** Those who see only the four sides of the Ascension Conflict ignore the Crafts, magical societies that forsake Traditions and Technocracy for the Paths of their ancestors. Templars, voodoo priests, alchemists & modern Amazons are a few of the nine groups described here. \$28.95

**The Book of Madness** Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandil, the corrupters; Marauders; Foot-Soldiers of Chaos; Demons, the Renderers of Souls; Paradox Spies; the Mage's Bane; Umbrood; the Living Mysteries; & Shade-dwellers of Earth & beyond. \$23.95

**The Book of Mirrors** A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, and for this world loaded with dangers and intrigue. \$29.00

**The Chantry Book** Allows players to create a vibrant, realistic Chantry for their characters. \$23.95

**The Chaos Factor** A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$23.95

**The Fragile Path** A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. \$16.00

**The Sons of Ether Tradition Book** From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funneling their wild theories through technomagic, the Sons battle the static truths of the Technocracy into oblivion. \$15.95

**The Technocracy: Progenitors** The sourcebook which explores the motivations and powers of the Technocracy, the fractious organization that controls humanity's will. \$15.95

**Verbena Tradition Book** Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. \$15.95

## MAGE NOVELS

- 1. Tower of Babel** Max Zorn is an Inquisitor for the Technocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. \$9.50
- 2. Through A Glass Darkly** Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due Oct. \$9.50

### The Horizon War Trilogy

- 1. The Road to Hell** The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realm, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. \$9.50

## Manhunter

**SCI-FI** You all remember RIFTS MANHUNTER, well, this is the game that it was developed from. By Myrindon Press.

**MANHUNTER RPG** A game of bounty hunting in the far future. The Manhunter Universe is a strange and varied world for the gamer to adventure in. Filled with as many dark and dangerous corners as bright, high tech starports. With many different societies interacting within it, the main body is held together by the Aglio-Terran Planetary Defence System. Rules cover every aspect of bounty hunting, high tech gadgets to magic; Terran, alien or robotic characters; special ship and robotic design rules, and a list of the most wanted criminals. \$32.00

## Mechwarrior

**SCI-FI** Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

**MECHWARRIOR 2nd Ed.** The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$23.95

**1st Somerset Strikers** The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$28.95

**Comstar Sourcebook** Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. \$23.95

**Jade Falcon Sourcebook** Describes the history and military organization of the Jade Falcons - bane of House Steiner. Includes roster of the Inner Sphere invasion forces, and their 'Mechs. \$23.95

**Living Legends** An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. \$15.95

**Mechwarrior Companion** Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. \$23.95

**Royalty & Rogues** Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercenaries to find and bring her back. \$15.95

**Wolf Clan Sourcebook** Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (O! The premier Clan, thank you!) \$23.95

## MECHWARRIOR NOVELS

### Return of Kerensky Trilogy

- 1. Lethal Heritage** Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Inner Sphere - the Clans! Nothing the Inner Sphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. \$9.95
- 2. Blood Legacy** The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? \$9.95
- 3. Lost Destiny** The Inner Sphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Inner Sphere's only hope lies with the very men who betrayed them - Comstar. \$9.95

### Miscellaneous Titles

- 1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? \$7.95
- 2. Wolves on the Border** Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jam Wolf, a Wolf Clan Dragon from an ignoble warrior's death, creating a powerful bond

between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. \$7.95

**3. Heir to the Dragon** Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, into combat. \$7.95

**4. Wolf Pack** A superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Draconians have other plans, and so begins a civil war that could destroy the Draconians for ever. \$7.95

**5. Natural Selection** A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is storming every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? \$7.95

**6. Bred for War** It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. \$7.95

**7. Ideal War** Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. \$7.95

**8. Main Event** Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. \$7.95

**9. Blood of Heroes** It had to happen - Richard Steiner has decided to form the Sky Marches into an independent state, & send forth the Sky Riders to do the job. With an elaborate plan, the Sky Riders, Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? \$7.95

**10. Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle, Lordman Kao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. \$7.95

**11. The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mecs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 400 years ago. They spend most of the novel fighting against themselves & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. \$7.95

**12. D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. \$7.95

**13. Close Quarters** The Caballeros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran spy working for the Scout Regiment of mechs. \$7.95

**14. I am Jade Falcon** Star Commander Joanna Curran lived with the shame of Jade Falcon's defeat at Tycowors for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Tycowors. \$7.95

**15. Tactics of Duty** Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. The line between good and different - except that the mercenary Gray Death Legion is caught in the middle of it all. \$7.95

**16. Highlander** Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Lord Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. \$7.95

**17. Star Lord** A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. \$7.95

**18. Malignant Intent** Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. \$7.95

**19. Heirs of Chaos** The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sees Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! \$7.95

**20. Operation Excalibre** The Gray Death Legion are expelled from Glengarry and all seems lost, but Carlyle devises a dangerous scheme that might re-instate them. This requires the help of House Steiner, lots of guts and lots of firepower. If they fail, the Legion will fall. \$9.00

**21. Black Dragon** The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guts and grit to save the Draconis Combine from these extremists. \$9.50

**22. Double-Blind** The Magistracy of Canopus has been the target of aggression by the Marcan Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of Junatics called the World of Blake. \$9.50

**23. Binding Force** Aris Sung, a warrior of the noble House Hirsutis of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hirsutis will be destroyed. \$9.50

**24. Exodus Road** Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? \$9.50

**25. Impetus of War** The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... \$9.50

**26. Grave Covenant** As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. \$9.50

**27. The Hunters** 'Carry the fight to the Clans' has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere begins its own desperate journey searching for the Clan homeworlds. Due Nov. \$9.50

**28. Freebirth** On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Jaguar scientific station. But they are captured and the Jaguar commander instigates a series of tests against Horse to see how a Freebirth could achieve his station. Due Jan '98. \$9.50



## Mekton

**SCI-FI** Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

**MEKTON Z RPG** The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometre long star cruisers. Fast, detailed rules covering all kinds of action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. \$32.00

**Mekton Advanced Technical Manual** Custom designed weaponry, remote drones, AI controlled mecha, combiners, excessive scale starships, power armor, teleportation, anti-grav, deformed mecha, and bad Japanglish! \$29.00

**Mekton Wars Vol 1: Invasion Terra** Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lists the players build their weapons & deploy them as they desire. \$19.00

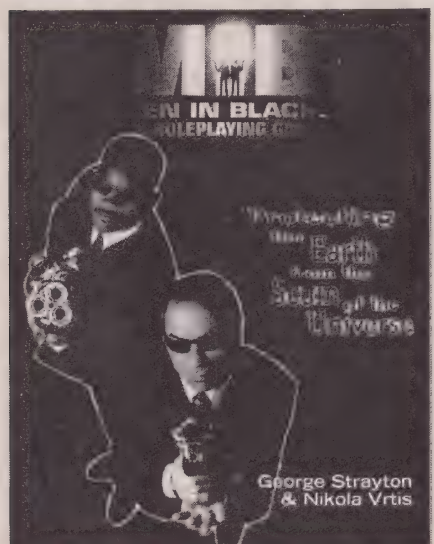
**Mekton Z Tactical Display** All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. \$16.00

**Operation Kimfire** A stunningly produced campaign for Mekton, with 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$21.50

**The Starblade Saga: Mekton Worldbook 1** The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minime!) \$29.00

## Men in Black

**MEN IN BLACK RPG** Direct from the movie. You're part of the mysterious quasi-governmental organisation known only as the Men in Black - elite cops policing and parolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arquillian Megasonic Destructor Ray? You can? Good - we've got a crazy Balian loose in Manhattan. Take care of it. By West End Games, uses the easy to learn D6 System, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc. \$32.00



**Alien Recognition Guide** Gives you the info you need to figure out who the "Scum of the universe" are. Failure to procure this data may result in your dismissal from the agency. Due Nov. \$24.00

**The Director's Guide** Features a GM Screen, plus more data on creating your own aliens, devising new and bizarre alien technology, and running neo-awesome assignments. \$19.00

## Middle Earth

**FANTASY J.R. Tolkien's** magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

**THE HOBBIT ADVENTURE BOARDGAME** is a fast moving fun fantasy boardgame based on The Hobbit. For 2-4 players, and playable in 1-2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. \$59.95

### MIDDLE EARTH II RPG

**MERP II RPG** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollhaws. Softcover \$29.95

**MERP II Accessory Pack** Boxed accessories including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. \$24.95

**MERP II Campaign Guidebook & Map A** 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc., an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$29.95

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**MERP II Combat Screen 2nd Ed.** Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11" x 34" cardstock screen. \$13.95

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**Angmar** Features Carn Dum, the imposing mountain citadel of the Lord of the Mordor, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's manish warriors; three sinister high priests, haunted ruins, etc. \$34.95

**Arnor: The Land** Includes four color maps; delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain struggle against him; the local lords of Eriador, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. \$44.95

**Arnor: The People** Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventures opportunities, as well as a lively history. \$31.95

**Creations of Middle Earth** How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wars of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Mordor. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. \$49.95

**Dol Guldur** Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orich traps, history, and daring rescue missions. \$34.95

**Elves: Peoples of Merp A** series covering the peoples of Middle Earth, covering all aspects of society, etc. \$26.95

**Hands of the Healer** Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. Due Oct. \$26.95

**Lake-Town** This book presents this famous town with all its vivid magic, craft associations, burg's coiner, drihten who collect the burs, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. \$34.95

**Minas Tirith** Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. \$34.95

**Mirkwood** Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions, or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. \$34.95

**Southern Gondor: The People** Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. \$32.95

**Southern Gondor: The Land** Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. \$44.95

**The Kin Strife** Presents the people, politics and armies of Gondor under the repressive rule of Calimehtar the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southern Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. \$40.00

**The Northern Waste** Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Loasoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. \$45.00

**The Shire** Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes leading up to the gift of the shire to them by King Aragorn II. History of hobbit cities and adventures. \$44.95

**Treasures of Middle Earth A** 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. \$34.95

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, and the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$22.50

## Millennium's End

**SCI-FI** This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

**Millennium's End 2nd Ed RPG** It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. \$23.00

**1999 Datasource & Screen 2nd Ed** Millennium's End 2nd Ed GM Screen with all relevant info, plus a 32 page sourcebook on politics and news events in 1999, NPCs, new equipment, NPC and vehicle record sheets, etc. \$13.00

**Terror Counter Terror** At every moment, on every continent, in every country, terrorists are at work. On the brink of collapse a world of decaying infrastructure, overburdened police

forces, bush wars, famine and impending environmental cataclysm - the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. \$25.50

**Ultramodern Firearms** The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 50% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. \$23.00

## Mutant Chronicles

**SCI-FI** An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

**MUTANT CHRONICLES RPG 2nd Ed** The new version of Mutant Chronicles is due soon. It is set in our own dark future, when explorations of the ninth planet in our system revealed a seal - which when foolishly removed, released the horrors of Dark Symmetry into the universe, plunging our solar system into a life and death struggle. More details soon. \$33.50

**Algoth: Apostle of War** An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephilim intrigues, necro-bionics, bio- & necro-cyborgs, etc. Complete rules for running Algoth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clawmen* rules. \$22.50

**Bauhaus: Power of Heritage 2nd Ed** Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. Due Oct. \$16.50

**Capitol: Pride & Profit** The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. \$16.50

**Cybernetic Sourcebook** The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. \$16.50

**Freelancers Handbook & GM Screen** With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. \$12.50

**Ilian: Mistress of the Void** Sourcebook Delve into the dark mystery of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. \$14.00

**Imperial** The first three Megacorps were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$16.50

**Mishima** Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters, and legendary Shadow Walkers, info about Mercury of its capital Fukido, as well as a thrilling adventure. \$16.50

**The Brotherhood 2nd Ed** An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also new spells, 17 new backgrounds, etc. Due Oct. \$16.50

**The Second Seal of Repulsion** Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. \$14.50

**The Four Riders** Part Two in the Venusian Apocalypse adventure trilogy. Heimborg wakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. \$14.50

**Beyond the Pale** Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimborg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. \$14.50

## Nephilim

**HORROR** One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

**NEPHILIM RPG** The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argathia, much like Nirvana in Hinduism. 232+pages. \$34.95

**Chronicle of the Awakenings** Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. \$28.95

**Liber Ka** A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. \$24.00

**Nephilim GM Veil A** GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$26.95

**Nephilim GM's Companion** An invaluable resource full of background aids and resources for Nephilim GMs. Includes new



spells, elemental creatures, campaign setting. **\$23.95**  
**Nephilim Character Dossiers** Character record sheets. **\$14.95**  
**Secret Societies** Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. **\$28.95**  
**Serpent Moon** A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they possibly damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. **\$14.95**

## NeverWorld

**FANTASY** A medieval fantasy world with beasts, men, elves, and dwarves. By ForEverWorld Books.

**NeverWorld RPG** We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for original answers to their existence, and group together for exciting adventures. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, 604 screen. **\$60.00**

**The Tome of NeverWorld** The same rulebook as found in the boxed set above. **\$40.00**

**Culturebook: Hourani** The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfhfin. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. **\$24.00**

**Culturebook: Neutonian** Entails a world aching familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neutonian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neutonian characters, etc. **\$29.00**

**Culturebook: Rubbug** The Rubbug dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Runeweapon magic emphasis, Dwarven Pantheons, and new priest careers. **\$29.00**

**Culturebook: Wolfhfin** Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels of the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. **\$29.00**

**Culturebook: Driseti** The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfhfin, Bearmin, Ice Giants and Rubbug. None but elves can enter. Includes the magic of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. **\$29.00**

**Culturebook: Felihn** Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, super leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kayish lynx slyly acquire everyone else's hard earned rewards. **\$29.00**

## Nightbane

**Horror** Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. By Palladium.

**NIGHTBANE RPG** A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. **\$32.00**

**World Book One: Between the Shadows** Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. **\$27.00**

**World Book Two: Nightlands** Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. **\$27.00**

**World Book 3: Through the Glass Darkly** A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermagics, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? **\$27.00**

## Over the Edge

**OVER THE EDGE 2nd Ed RPG** A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. **\$40.00**

## Noir

**THE WORLD OF DARK MOVIES** Set in the dark movies of the 1920s to 1950s, in a world steeping in dark mysteries. By Archon Gaming.

**NOIR RPG** A seething urban nightmare, harshly lit - this is the world of Noir. Filled with slouching P.I.s in rumpled trenchcoat and fedora, femmes fatale wearing the season's highest fashions, grifters, troubleshooters, cops, mobsters, and G-men, set in the 1920s. This game is about mystery. Shadows hide the deepest, darkest secrets of man. Here, you can attempt to commit the perfect crime, or attempt to solve it. You can become the most hardboiled private investigator that the city has ever seen, or be the most cunning femme fatale that ever batted an eyelash, or be a tough mafia boss, etc. But remember, the world is not always what it seems. Over 220 pages. **\$40.00**

**Shades of Noir Book One** A selection of top quality short stories set in the Noir universe that make great reading. Walk the streets of a gangster controlled city, with streets running with blood, women of cool steel beauty. **\$21.00**

**Shades of Noir Book Two** A selection of top quality short stories set in the Noir universe that make great reading. Anything and everything can be found in the city...you've just got to be smart enough to find it and tough enough to take it. **\$21.00**

## Of Gods and Men

**OF GODS AND MEN RPG** A war between the gods resulted in them abandoning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland kingdoms still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. **\$40.00**

**Of Gods & Men GM Screen** Standard GM Screen plus 18 new Divine Power cards and an adventure. **\$17.00**

## Palladium

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

**PALLADIUM FANTASY RPG 2nd Ed** Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **\$40.00**

**Book II: Old Ones 2nd Ed** The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. **\$31.95**

**Book III: Adventure on the High Seas 2nd Ed** 224 pages featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. **\$31.95**

**Dragons & Gods** Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Utluacan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshippers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. **\$32.00**

**Monsters & Animals 2nd Ed** Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, rattlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. **\$31.95**

**Further Adventures in the Northern Wilderness** 4 adventures, 48 pages. **\$12.95**

**The Island on the Edge of the World** An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **\$25.50**

**The Compendium of Weapons, Armor & Castles** A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **\$35.00**

**The Compendium of Contemporary Weapons** 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. **\$31.95**

**Yin-Sloth Jungles** 12 new occupational character classes and races including the beastmaster, fly crusader, hunter, bounty hunter, tezcac shaman, fire spirit, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. **\$25.95**

## Pendragon

**FANTASY** An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

**PENDRAGON 4th Ed.** A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians, 350 pages & map of England. **\$43.50**

**The Arthurian Companion** Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the

Arthurian legend and literature. **\$24.00**  
**Beyond the Wall: Pictland & the North** The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **\$29.95**

**Blood & Lust** Provides campaign material for the Dukedom of Angeland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$29.95**

**Land of the Giants** Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. **\$31.95**

**Lordly Domains** A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expanding upon the concepts presented in the primary RPG. Covers noble holdings, fiefdoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc. **\$32.00**

**Pagan Shores** A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **\$29.95**

**Percival & the Presence of God** This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. **\$17.50**

**Perilous Forest** Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$9.95**

**Savage Mountains** 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paultag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$31.95**

## Prime Directive

**SCI-FI** For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

**PRIME DIRECTIVE RPG** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. **\$34.95**

**Graduation Exercise** Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. **\$13.50**

**The Federation** 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **\$25.95**

**Prime Adventures #1** With a Klingon sourcebook detailing Klingon warrior philosophies & 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc. **\$25.95**

**Uprising** An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prelarians, a new race for Prime Directive. **\$14.95**

**Prime Directive Miniatures**  
 Task Force Games have released a small range of 25mm miniatures for Prime Directive.

TAS9501	Officers (3).....	\$12.50
TAS9502	Heavy Assault Section (3).....	\$12.50
TAS9503	Heavy Assault Section II (3).....	\$12.50
TAS9504	Security Section (3).....	\$12.50
TAS9505	Security Section II (3).....	\$12.50
TAS9506	Light Assault I (3).....	\$12.50
TAS9507	Light Assault II (3).....	\$12.50

## Rifts

**SCIENCE-FANTASY** Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

**RIFTS RPG** The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakeable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork and 256 pages. **\$39.95**

**RIFTS Game Shields & Adventures** Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 hook line and sinker adventures, maps, etc. **\$20.95**

**RIFTS Index & Adventures Vol 1** An index that lists what title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. **\$21.00**

**Mutants in Orbit** An adventure sourcebook that can be used with *Rifts* or *Teenage Mutant Ninja Turtles*. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humankind, leaving small space colonies in orbit around the Earth to fend for themselves. **\$20.00**

**RIFTS Sourcebook** Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. **\$21.50**

**RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.** Three plans on opening a giant dimensional rift to bring combat robots to Earth. Includes new robots, weapons, and mechanics. **\$19.95**

**RIFTS Sourcebook 3 - Mindwerks** 112 pages with nearly a



# 18 - Roleplaying Games: Robotech - ShadowRun

dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. **\$18.95**

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## Star Wars

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## Star Riders RPG

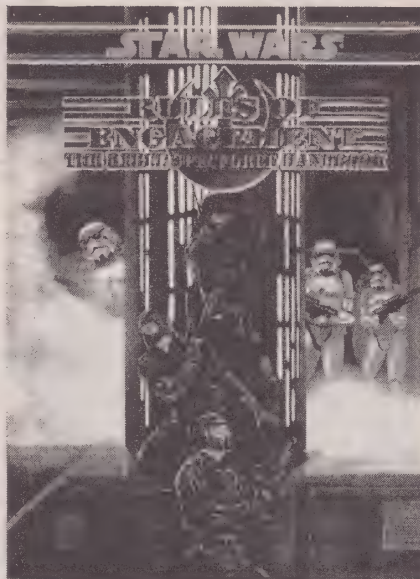
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**Pocket Empires** The new Imperium is growing, reaching out to neighboring worlds after the Long Night, expanding in power and influence. Some of the worlds they contact are already part of smaller empires, Pocket Empires, also rising from centuries of barbarism. Now you can manage and own Traveller worlds. **\$37.00**  
**Psionic Institutes** The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. **\$36.00**  
**Starships** A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features a Standard Ship Design System. **\$31.95**  
**Traveller GM Screen** A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? **\$20.00**

## Vampire: The Masquerade

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

**Vampire: The Masquerade 2nd Ed. Hardback** Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid out today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **\$39.95**  
**Vampire: The Masquerade on CD-ROM** Along the lines of the AD&D CD-ROM, this CD-ROM includes the primary RPG, the Players Guide, the Storytellers Handbook, the Players Guide to the Sabbat, Storytellers Guide to the Sabbat, city generator that creates city histories, locations, encounters, indoor and outdoor 3D maps, a character generator that contains all of the abilities and powers from the core books, a document generator for creating realistic game props, a screen-saver, and a find feature & hypertext links. **IBM Requires: Pentium 100+, Win 95, 16mb RAM, SVGA. \$80.00**  
**World of Darkness 2nd Ed Vampires** This book contains those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. **\$28.95**  
**Berlin By Night** Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. **\$10.00**



**Book of Nod** Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. \$14.95

**Chicago Chronicles Vol 1** A compilation of two classic Vampire sourcebooks, *Chicago by Night* 1st Ed and the *Succubus Club*. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. \$34.95

**Chicago Chronicles Vol 2** Two classic vampire sourcebooks, *Chicago by Night* 2nd Ed and *Under a Blood Red Moon*. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. \$31.95

**Chicago Chronicles Vol 3** A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. \$31.95

**Children of the Inquisition** From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. \$28.95

**Cities of Darkness** City life crushes our spirit, Traffic, Crime, Corruption, Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its too late. Combines *D.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. \$32.00

**Cities of Darkness Vol 2** A compilation of *Chicago by Night* and *Los Angeles by Night*, two cities united in their fight for freedom, Berlin from under mortal domination, and LA, from under vampire rule. \$32.00

**Clan Book: Assamite** Fearful by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred as their agents of their demise. \$15.95

**Clan Book: Brujah** History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. \$15.95

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$15.95

**Clanbook: Giovanni** The last Clanbook is the Giovanni, who are final in so many ways. Slept in blood and treachery, this sinister clan of necromancers worms its way through the living while feigning non-involvement. With its connections to the Mafia, Discover the bloody legacy of these insular undead, and their even deadlier future. \$16.00

**Clan Book: Lasombra** From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mortals, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kings and kindred. \$15.95

**Clan Book: Malkavian** Malkavians, eternally warped Clan, whose members are all insane (as this book, The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$15.95

**Clan Book: Nosferatu** Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$15.95

**Clan Book: Ravnos** Gypsies, vagabonds, & charlatans, the cunning vampires of Clan Ravnos, through the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. \$16.00

**Clan Book: Setites** Called corrupt by even the most crooked Venture, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. \$15.95

**Clan Book: Toreador** A Spanish clan that does little more than delight amongst itself all the time. Ten character templates. \$15.95

**Clan Toreador XL T-Shirt** \$29.00

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$15.95

**Clan Book: Tzimisce** Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce have created something more. This book is strictly adults only. You cannot read it unless over 18 years. \$15.95

**Clan Book: Venture** The vampires of Clan Venture understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Venture know they are they only hope. \$15.95

**Dark Destiny I: A Handful of Blood** A hardcover novel, this experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. \$31.95

**Dark Destiny III: Children of Dracula** A hardback novel with a collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought by the Antediluvians. \$35.00

**Diablerie** A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. \$19.00

**Dirty Secrets of the Black Hand** Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. Who would the members of that sect give to know the role the Black Hand has played in their own history. \$27.95

**Elysium: The Elder Way** The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. \$23.95

**Ghouls: Fatal Addiction** By day they walk among mortals as innocents; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. \$24.00

**Laws of the Night** For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. \$17.95

**Liber des Goules The Book of Ghouls For Mind's Eye Theatre** Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. \$17.50

**Los Angeles By Night** Passionate and fiery. Los Angeles burns with an excitement found in no other city and now it is unparalleled in violence. The anarchists who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. \$10.00

**Montreal By Night** For 18 years and over only. Welcome to Montreal, unhallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent Toy. And forget that language barrier nonsense, we'd be delighted to hear you scream for mercy in English or French. \$24.00

**Mummy 2nd Ed** From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. \$28.95

**New Orleans By Night** Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. \$10.00

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) \$34.95

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) \$23.95

**Prince's Primer** A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchists, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince" conclave reports, etc. \$17.95

**Storyteller's Handbook 2nd Ed** Includes chapters on

perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new bloodlines, foes & additional rules for masquerade. (Stock # 2222) \$28.95

**Storytellers Handbook to the Sabbat** Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) \$23.95

**Storyteller's Screen** + 16 page story-adventure. \$17.95

**The Inquisition** While young vampires may scoff at the morals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. \$18.95

**The Kindreds Most Wanted** Thirteen of the most feared creatures in the World of Darkness, the history of the Red Death, the Anathema, and those who hunt them, and a beginning story. \$23.95

**The Giovanni Chronicles II: Blood & Fire** Continues the story two centuries later, in Rome. The Giovanni clan, its members old necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. \$28.95

**The Masquerade 2nd Ed** Completely revised, a spin off from Vampire, there is no table of dice involved in this complete live role playing game. Now in book form, There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. \$28.95

**The Masquerade Book of Props** This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. \$23.95

**The Masquerade: The Elder's Revenge** "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. \$17.95

**The World of Darkness: Gypsies** The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. \$23.95

## VAMPIRE NOVELS

- 1. The Beast Within** Anthology of 13 vampire tales that explore the darker side of San Francisco. \$8.00
- 2. House of Secrets** Ise Decameron has discovered the last mortal of House Tremere. She thinks he is a reincarnation of a man she once loved. She must now choose between him and the Clan. \$9.50
- 3. On a Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? \$9.50
- 4. As One Dead** In the shadows of Toronto, anarchy vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour, a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? \$9.50
- 5. A Dozen Black Roses** Deadwood is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. \$30.00

## The Masquerade of the Red Death Trilogy

- 1. Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. \$9.50
- 2. Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. \$9.50
- 3. The Unbeholden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. \$9.50

## Vampire: The Dark Ages

**HORROR** White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

**VAMPIRE: THE DARK AGES RPG** A complete RPG set at the close of the 12th Century medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarians of the Schwarzwald, it is an age of darkness lit by the flickering of torches. \$44.95

**Book of Storytellers Secrets** Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads serving the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. \$24.00

**Clanbook: Cappadocian** At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? \$19.00

**Clash of Wills** The Earl of Galtrie lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. \$13.00

**Constantinople** By Night Come to Constantinople, where the sun would be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. \$23.95

**Libellus Sanguinis** Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline rules, new abilities and details on clan activities in medieval Europe, hints of secrets. \$24.00

**Liege, Lord and Lackey** Who would serve Cainites, the dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play *Vampire* without being a vampire! \$24.00

**Three Pillars** Lords and ladies, abbots and nuns, serfs and

guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierarchy with their own society of the Long Night? *Due Dec*. \$29.00

**Transylvania By Night** A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. \$29.00

**Vampire: the Dark Ages Companion** Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. Run with the Children of Caine through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and pagans, etc. \$32.00

**Vampire: Dark Ages Storytellers Screen** Four panel screen plus book of character record sheets. \$17.95

## VAMPIRE: DARK AGES NOVELS

- 1. Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. \$29.50
- 2. To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. \$9.50

## Warhammer Fantasy

**FANTASY** Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

**WARHAMMER FANTASY ROLE PLAY** This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. \$45.00

**Apocrypha Now** Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wanderer, how to convert characters between WFR and WFBattles. 128 pages. \$24.00

**Death on the Reik** The sequel to *Shadows Over Bogenhafen*. Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. \$27.00

**Dying of the Light** All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. \$24.00

**Doomstones Vol I: Fire & Blood** A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! \$35.00

**Doomstones Vol II: Wars & Death** Reprints *Death Rock* and *Dwarf Wars*, and contains new material. Can be played as a sequel to *Fire & Blood*, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. \$37.00



Doomstones Vol II: Wars & Death

**GM's Screen & Reference Pack** Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index, or the rulebook, a calendar for the game world, etc. \$24.00

**Shadows Over Bogenhafen** The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. \$24.00

## Wasteworld

**SCI-FI** Set in Earth's dark post-holocaust future. By Manticore. \$24.00



# 22 - Roleplaying Games: Werewolf - Wraith

**WASTEWORLD RPG** With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilisations prepare for the final conflict. In each mighty megacity, technology is an ideology that shapes the destiny of billions. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hydra scout their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. **\$40.00**

**Forcesfield** Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, detailed encounter tables, optional combat rules, advanced psychic rules. **\$20.00**

**The Shogunate** The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninja prepare to battle using super weapons of great power. Includes a complete martial arts system, details Psychic temples, etc. **\$24.00**

## Werewolf

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. By White Wolf.

**WEREWOLF 2nd Edition** Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$40.00**

**Axis Mundi: Book of Spirits** Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. **\$28.95**

**Bastet** A Changing Breed book. Now the secrets of the elusive werewolves are revealed. This players guide presents expanded rules for running the Bastet as player characters. It also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. **\$29.00**

**Book of the Wyrms** Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. **\$23.95**

**Chronicle of the Black Labyrinth** A compilation of Wyrms lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrms secrets are revealed here. **\$17.95**

**Combat** When diplomacy fails...not all conflicts are resolved with politics and negotiation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know when to fight or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with a World of Darkness RPG, not just Werewolf. **\$23.95**

**Drums Around the Fire** A book of short stories, including a Garou fighting the most dreaded minion of the Wyrms, a Glass Walker learns true horror, a young pack fights to save children, etc. **\$12.95**

**Freak Legion** Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. **\$23.95**

**Kinfolk: Unsung Heroes** Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. **\$24.00**

**Laws of the Wild** Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the best. Best hope this player has: the Garou. 248 pages. **\$24.00**

**Litany of the Tribes** A compilation of three Tribe books: Black Furies (their history & culture, 5 ready to play characters), Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolates who live on the streets), & Children of Gaia (who believe the Wyrms cannot be defeated with their own wits, they believe understanding and forgiveness will prevail), and new material, secret info about these three tribes in the modern and wild west worlds. **\$12.00**

**Midnight Circus** A World of Darkness sourcebook. Come and visit Anastasio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... **\$24.00**

**Nuwisha** Another Changing Breed book. Spotlights the werewolves, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. **\$19.00**

**Outcasts: Players Guide to Pariahs** Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. **\$23.95**

**Project Twilight** The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? **\$18.95**

**Rage Across Appalachia** Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. **\$28.95**

**Rage Across the Amazon** The servants of the wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. **\$10.00**

**Rage Across the World** Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, *Charnel: Places of Power*, and *Rage Across Russia*. **\$31.95**

**Rage Across the World Vol 2** The War of the Apocalypse rages across the globe as the Wyrms seek to destroy Gaia. This book includes *Rage Across Australia* and *Dark Alliance: Vancouver*. **\$31.95**

**Red Talons Tribebook** We are wild - unquestionably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. **\$15.95**

**Shadow Lords Tribebook** A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. **\$15.95**

**Silent Striders Tribebook** How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, **\$15.95**

the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. **\$15.95**

**Silver Fangs Tribebook** They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. **\$16.00**

**Stargazers Tribebook** For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. **\$16.00**

**Warriors of the Apocalypse** Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from Lomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. **\$23.95**

**Werewolf Chronicles Volume 1** Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage* and *Valkenburg Foundation*. **\$24.00**

**Werewolf Chronicles Volume 2** Gets back to the roots of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkwench! Pentex* - a book on the lupus Garou and the worldly embodiment of their enemy, the Wyrms' Pentex. **\$24.00**

**Werewolf Dice** Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. **\$12.00**

**Werewolf GM Screen 2nd Edition** The GM foldout screen & pad of tables, with adventures to help storytellers get started. **\$15.95**

**Werewolf Players Guide A** 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klavie dueling and the Garou martial art of Kallindo, etc. **\$28.95**

**Werewolf Storytellers Handbook** With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native Amazonian monsters. **\$28.95**

**Who's Who Among Werewolves: Garou Saga A** 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. **\$17.95**

## WEREWOLF NOVELS

### 1. Breath Deeply

Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous. **\$9.50**

### 2. The Silver Crown

The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrms. The other must find the Silver Crown to stop him. **\$9.50**

### 3. Call to Battle

This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... **\$9.50**

## Werewolf: The Wild West

**HORROR** Like Vampire spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. By White Wolf.

**WEREWOLF: THE WILD WEST RPG** A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wild was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttled far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. **\$45.00**

**Werewolf: The Wild West Storyteller Screen** Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. **\$25.00**

## Wair-Rae

**FANTASY** By the authors of the Australian Realms magazine, this is a generic RPG supplement.

**Wair-Rae** This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first. One sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophecy of the Anislae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. **\$15.00**

## The Whispering Vault

**THE WHISPERING VAULT RPG** A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. **\$31.95**

**The Whispering Vault GM's Screen** The standard 3-panel GM Screen. **\$11.95**

**Dangerous Prey** Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lair of the Architects, Weave Husks over otherworldly Minions, and do battle with 32 new Shadows. **\$23.95**

## Wraith

**HORROR** White Wolf's next instalment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

**WRAITH RPG 2nd Ed** A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside

your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. **\$45.00**

**Artificers** Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. **\$18.95**

**Charnel Houses of Europe: The Shoah** It makes me shiver to the bone to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 years olds only. **\$24.00**

**Dark Kingdom of Jade** The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. **\$23.95**

**Dark Kingdom of Jade Adventures** Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. In the specter-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the war of the dead. **\$23.95**

**Guildbook: Haunters** Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Haunters & the Wyld, Haunter recruiting practices - & no, they're not pretty; & new ways to torment the living. **\$19.00**

**Guildbook: Masquers** Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transfigure other wraiths into tapestries...and yet, they all seem so nice. **\$18.95**

**Guildbook: Puppeteers & Pardoners** Learn why the masters of puppetry are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basements, and why they play by the rules. **\$29.00**

**Guildbook: Sandmen** The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can when a sleeping soul from its body, and an anguish in the always when you wake. **\$18.95**

**Haunts** A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. **\$24.00**

**Hierarchy** The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. **\$19.00**

**Love Beyond Death** Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only things that can face Oblivion. **\$16.00**

**Mediums** A guide to mediums, those who speak with the dead. Includes rules on tips these mortal characters. **\$24.00**

**Midnight Express** An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. **\$18.95**

**Necropolis: Atlanta** Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, info on the Kindred for Vampire. **\$23.95**

**Oblivion For Mind's Eye Theatre** Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampire, and Garou. **\$28.95**

**Shadow Players Guide** Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. **\$29.00**

**The Face of Death** A large foolscap book full of morbid black and white art for the new Wraith game. **\$20.95**

**The Quick & the Dead** When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. **\$18.95**

**The Risen** Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. **\$18.95**

**The Sea of Shadow: Storytellers Guide to the Wraiths** The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. **\$18.95**

**Wraith Character Kit** Includes a player's screen, character sheet, death certificate, & other insert items. **\$17.95**

**Wraith Dice** Includes 10 high-quality 10 sided dice, and a dice tube. **\$12.00**

**Wraith Players Guide** An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcana, and abilities. **\$28.95**

**Wraith Storyteller Screen 2nd Ed** GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. **\$18.95**

## WRAITH NOVELS

**1. Caravan of Shadows** While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. **\$9.50**

**2. Beyond the Shroud** Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... **\$34.95**

**3. Death & Damnation** An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. **\$7.95**

## Dark Kingdoms Trilogy

**1. The Ebon Mask** Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. **\$9.50**



# COMPUTER GAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Pre World War II

### ADVANCED CIVILIZATION

**AH**  
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element: 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. IBM - \$90.00**

### ADMIRAL: SEA BATTLES

**Mainstream**  
A time when pirates and rogues seized control of land ships. You will lead campaigns to rid the seas of these vermin and reclaim lost lands. Build forts for protection, and arm your ships to defend your colonies against these marauding ships of the enemy. With 11 different sailing vessels from galleys to triple-decked battleships. Eighteen missions in three campaigns. Watch boarding actions, ship to ship combat, fire battles, etc. **IBM Requires: 2pcCD-ROM, 486/66, hard disk, 8mbRAM, SVGA, Win'95. \$80.00**

### AGE OF EMPIRES

**Microsoft**  
I'm excited about this one! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftsmanship to a military route of archery and warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. **IBM Requires: 2pcCD-ROM, Pentium 90, hard disk, 16mbRAM, SVGA. Due Nov. \$30.00**

### AGE OF RIFLES 1846-1905

**SSI**  
This is SSI's Wargame Construction Set III. This is a stunning looking game set in a time when the rifle dominates the battlefield. Puts you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 28 nationalities. Gunshot, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via e-mail. Includes 8 campaigns and a staggering 62 scenarios, including US Civil War, Franco-Prussian War, Mexican-American War, Russo-Japanese War, Soldier Queen. **IBM Requires: CD-ROM, 486/66, hard disk, 8mbRAM. \$50.00**

**AGE OF RIFLES CAMPAIGN DISK** Three campaigns and 30 scenarios for *Age of Rifles*. Includes 7 battles from the British Colonial Indian Mutiny, the Wars of Italian Unification; and General Hood's Army of Tennessee goes on the offensive to divert the Union from invading Georgia in 1864. **\$40.00**

### AGE OF SAIL 1775-1820

**TalonSoft**  
Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or versus the computer. **IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA. \$90.00**

### AIDE DE CAMP

**HPS**  
At last! We have been asked hundreds of times to get in this wargame design. At last! And all hex-based games can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you. Note: You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only single movement and combat - with special combat or movement replays, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. **IBM Requires: VGA, 3.5" FDD, hard disk, 286+. \$99.00**

### BATTLEGROUND: ANTIETAM

**TalonSoft**  
September 17, 1862. Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment. Command some or all of your army. Also includes the Battle of South Mountain. **IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk. \$90.00**

### BATTLEGROUND: Napoleon in Russia: Borodino

**TalonSoft**  
The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry bravely defends the road to Moscow from onslaught after onslaught. Napoleon's massive Grande Armee! Cossacks abound amidst this momentous struggle. Can you as the French take the Great Rebound from the Russians early enough to take advantage of it? Can you as the Russians hold your line intact long enough for the day to end in a stalemate? **IBM Requires: Win 3.1+, 486+, 2pcCD-ROM, hard disk, 8mbRAM. \$90.00**

### BATTLEGROUND: BULL RUN

**TalonSoft**  
The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21<sup>st</sup> 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate delaying action against the powerful Union army of Irvin McDowell. It was in this battle that General Thomas J. Jackson earned his famous nickname "Stonewall". And the Second Battle of Bull Run in August 28-30, 1862. During the following summer, Robert E. Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. **IBM Requires: 486/33+, Win 3.1+, hard disk, 2pcCD-ROM, 8mbRAM. \$90.00**

### BATTLEGROUND: GETTYSBURG

**TalonSoft**  
This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. **IBM Requires: Windows 3.1+, 386/33+, CD-ROM, 4mbRAM, SVGA, hard disk. \$90.00**  
**Battleground: Gettysburg The Collectors Series A special release of the above**

game that includes the game, a hardcover book detailing the Battle of Gettysburg, lavishly illustrated with full color paintings; a music CD full of music from the era, and a documentary video all about Gettysburg, including live-action reenactments, photos, etc. **Requires as above. \$109.95**

### BATTLEGROUND: SHILOH

**TalonSoft**  
The fourth game in this magnificent series of "Battleview" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6<sup>th</sup> and 7<sup>th</sup> 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surprise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to command. **IBM Requires: Windows 3.1+, 386/33+, CD-ROM, 4mbRAM, SVGA, hard disk. \$90.00**

### BATTLEGROUND: Prelude to Waterloo

**TalonSoft**  
Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyranny of Europe. **IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2pcCD-ROM. \$90.00**

### BATTLEGROUND: WATERLOO

**TalonSoft**  
This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Wellington and you can control the course of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. **IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM. \$90.00**

### BATTLES OF THE WORLD

**Compton**  
This is not a game. This is a library on disk. Relive the ancient Egyptian battle historians consider the mother of all battles, Qadesh, 1275 BC. Discover how the Japanese samurai defended their once isolated island against the Mongols. Or investigate Gulf War technology, including the use of the Patriot missile and warfare in the 21<sup>st</sup> millennium. Ten of the world's pivotal battles come to life through video, historic footage, strategic demonstrations, photos, 3D animation, colorful maps, and even period music. Also covers Guagameia 331 BC, Alesia 52 BC, Agincourt 1415 AD, Asseritz 1805 AD, Stalingrad 1942 AD, the Gulf War, etc. **IBM Requires: 486/33, 8mbRAM, SVGA, hard disk, Windows. \$68.00**

### CAESAR II

**IMP**  
As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebs happy with bribes, and entertain and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. **IBM Requires: 386+, 1mbRAM, VGA, hard disk, CD-ROM. IBM - \$40.00**  
**Caesar II Hint Book**

### CIVILIZATION

**MicroProse**  
Still a great game - I was even playing it yesterday. This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. **IBM Requires: 486/25, CD-ROM, 4mbRAM. Special \$40.00**  
**Civilization Hint Book**

### CIVILIZATION II

**MIC**  
This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world and city in full color, there are new types of new technologies, weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are more preset scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. **IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk. \$50.00**

### CIVILIZATION II Official Strategy Guide CIV II hint book.

**IBM - \$50.00**  
**Civilization II Advanced Strategies CIV II hint book** \$27.00  
**Civilization II Scenarios** 12 brand new scenarios: including after a world wide nuclear apocalypse, alien invasion, the American Civil War, etc. \$30.00  
**Evolution: The Dawn of Humanity** 100 new maps and scenarios for Civilization II. What if Napoleon won at Waterloo? What if Germany won WWI? Do you want to see the Middle East as the new Super Power? What will Earth be like in the year 3057? **Requires as above. \$40.00**

### COLONIZATION

**MIC**  
Colonization from Sid Meier, who brought us *Civilization*, a story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. **IBM Requires: hard disk, VGA, mouse, VGA, CD-ROM. IBM - \$25.00**  
**Colonization Hint Book** \$40.00

### CONQUEST OF THE NEW WORLD Deluxe

**CIN**  
This deluxe edition of the colonization and conquest of the Americas has all new customized playing features. Lured by the untold riches and power in the new world, you must wrest for control against other European powers, including England, France, Holland, Portugal, or Spain. Also go up against the natives. Build colonies, explore unknown lands, find new resources. Fight pitched battles. Up to 6 can play over a network, stunning SVGA animations, expanded diplomacy, a custom game editor, extraordinary new natural wonders and riches, and advanced game scenarios. **IBM Requires: Pentium, 16mbRAM, SVGA, CD-ROM, Hard disk. \$50.00**

### CUSTERS LAST COMMAND

**HPS**  
An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne Set at platoon level. 5 minute turns, with various units such as Gatling Guns, 2nd Cavalry as reinforcements, variable Indian village sizes. Indian readiness, etc. **IBM Requires: VGA, 3.5" FDD, hard disk, 386. \$50.00**

### FIELDS OF GLORY

**MicroProse**  
An absolutely stunning and addictive game of the Battle of Waterloo in 1815. Between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or files, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered. Cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close combat, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. **IBM Requires: 386+, hard disk, CD-ROM, VGA, mouse, 4mbRAM. IBM - \$26.00**

### FLYING CORPS

**Empire**  
Find out how it feels to fly and fight with the thrilling forerunners to modern fighter planes and experience the gritty realism of airborne combat in WWI. Forget the luxury and equipment. In 1917, aerial combat was intimate, and the tools of the trade limited to a machine gun, nerves of steel, sharp wits and reflexes, and chance. This WWI flight game features meticulous modeling, historical accuracy, breath-taking landscapes, authentic aircraft and fighter. DRI Triplane, Camel, Nieuport Scout, Spad XIII, Albatross DIII and Fokker DRI Triplane.

Believable computer controlled pilots with AI that learns and improves. **IBM Requires: Pentium 90, 16mbRAM. \$60.00**

### SID MEIER'S GETTYSBURG

**Interplay**  
A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the *Battleground* series, in my opinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuver, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mislabeled. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. **IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2pcCD-ROM, hard disk. Due Nov. \$90.00**



### Sid Meier's Gettysburg

**Inter**  
**GREAT BATTLES OF ALEXANDER**  
At last - a computer strategy game set in the ancient world! GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedonia, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Memnon, Clitus, etc. There are ten different battles, which also link as a campaign. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Win'95, 486/100, 16mbRAM, SVGA, card, 2pcCD-ROM, hard disk. \$80.00**



### Great Battles of Alexander

**Inter**  
**GREAT BATTLES OF HANNIBAL**  
Lead the armies of Carthage against its sworn enemy, Rome. It's time to take the war to Rome itself - through Spain and over the Pyrenees and the Alps, then into the Italian peninsula. Can you break the Roman's iron grip on the local tribes and persuade them to join your campaign? Spans Hannibal's entire campaign against Rome with 11 scenarios and one big campaign. **IBM Requires: Win'95, Pentium, 16mbRAM, SVGA, 4pcCD-ROM. Due Nov. \$80.00**

### HIGH SEAS TRADER

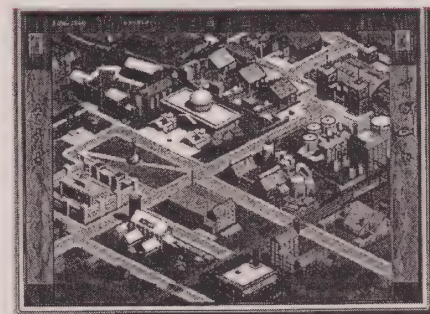
**IMP**  
Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps) puts you right up on deck while you outmaneuver pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, like you are actually there. **IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM, Microsoft Mouse. IBM - \$50.00**

### HISTORY OF THE WORLD

**AH**  
Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. Yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs, each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. **IBM Requires: 486/33, 2pcCD-ROM, 8mbRAM, SVGA. \$90.00**

### IMPERIALISM

**FrogCity**  
Build a nation - conquer the world! Starting in the early 1800s, Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest, *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners, cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and various difficulty levels, etc. **IBM Requires: Pentium 75, 16mbRAM, Win'95, SVGA, 4pcCD-ROM. IBM - \$50.00**



### Imperialism

**AH**  
**KINGMAKER**  
Avalon Hill's famous boardgame is now available as a solitary computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the



# 24 Computer Games

War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniature game; a strategic map on which to maneuver your armies and gather taxes, etc. **IBM requires:** mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher. **IBM \$90.00**

## LORDS OF MAGIC

**Sierra**  
Sequel to *Lords of the Realm II* - except this fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Fairies, Giants, Dragons, and other creatures. The evil lord Balthor has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other units. You can even play as Balthor. With 80 different animated creatures/units, 160 spells, multiple paths to victory, trade anything from creatures to entire cities via a comprehensive bazaar system, etc. **IBM Requires:** Pentium 90, 16mbRAM, hard disk, 4xpc-CDROM, SVGA. **\$80.00**

## LORDS OF THE REALM II

**Sierra**  
A stunning and breath taking game of medieval English warfare. The throne of England sits empty. As one of five nobles you manage crops, build weapons, construct a castle, and raise an army to conquer neighboring realms before they conquer you. Prepare to fight your way to the throne in the battle of your life. You or the computer can share tasks such as planning crops, raising armies, building weapons, collecting taxes, trading goods, etc. You can concentrate on commanding real-time battles and sieges. There are numerous realms, four computer rivals, and virtually endless variables making for unequalled depth of play and replayability. Up four players can enter the savage battle for the throne. Your armies and castles can employ archers, handborders, knights, catapults, boiling cauldrons of oil, etc. Castles can be stone or wood, etc. **IBM Requires:** 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. **\$80.00**  
**Lords of the Realm II Siege Pack** Lead your armies into 50 new battle arenas which will test the mettle of the most seasoned warlord. New castles, battlements, and scenarios are ready to take Lords of the Realm II to the next level - putting you one step closer to the English throne. Features more aggressive AI with new strategies, you can customize your army, create your own battleships, etc. **IBM Requires:** as above. **\$60.00**  
**Lords of the Realm II Official Strategy Guide** **\$30.00**

## MACHIAVELLI

**MIC**  
Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those devilish strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. **IBM Requires:** 386+, 4mbRAM, SVGA, CD-ROM, hard disk. **Special - \$20.00**  
**Machiavelli Hint Book** **\$30.00**

## MAN OF WAR

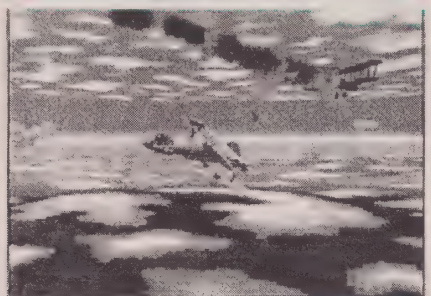
**SFI**  
Climb aboard for the spectacular high seas battles of Man of War, one of the best age of sail ship combat games. This is a time when the oceans thundered with cannon shot and splintering timber. With a revolutionary real-time first-person perspective from the deck of your own flagship, scenarios of actual battles from 1765-1815, battle the enemy and the elements with 16 different weather conditions, large actions with up to 150 ships. Includes a scenario editor, and there are 70 different ship types. Play against the computer or head-to-head via serial, modem or network. **IBM Requires:** Pentium 60+, 2xpc-CDROM, 8mbRAM, hard disk, SVGA. **IBM - \$90.00**

## Monty Python & The Quest for the Holy Grail 7thLevel

You must be seventeen years or older to buy this game, as it contains gore and mature adult subject matter. Collect clues and solve puzzles as you join King Arthur and his hand of knights on their quest for the Holy Grail. Apparently very funny, it also includes an exciting never before released scenario. Full of Monty Python's twisted and warped humor. **IBM Requires:** 486/33, 8mbRAM, CD-ROM, hard disk, SVGA, Windows 3.1+. **\$90.00**

## RED BARON II

**Sierra**  
1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. With a frantic life span of two months, they are pronounced heroes, warriors, or madmen. With advanced terrain graphics of unequalled quality, you will become immersed in the world and career of the fighter pilot. Engage in deadly dogfights, strike an enemy aerodrome, lose your enemies in your sights. **IBM Requires:** Win'95, 4xpc-CDROM, 16mbRAM, Pentium 90, SVGA, hard disk. **Due Oct. \$80.00**



Red Baron II

## RISK

**Hasbro**  
The all-time favorite board game has now become a computer game. Set in 1812 where you as a general such as Napoleon lead a giant force of battle hardened men as you begin your campaign by seizing territories, reinforcing battalions, and double crossing your allies and enemies. Features 2 CDs so that you can play via network, more than 20 different battle scenarios; two game variants including the Classic and the Ultimate version with advanced options; up to 8 players, computer or human, five different maps. Classic, World, European, Asian, American, interactive battle scenes. **IBM Requires:** Win'95, CD-ROM, 8mbRAM, 486/66, SVGA, hard disk. **\$70.00**

## Robert E. Lee: Civil War General

**Sierra**  
Honorable in victory and gracious in defeat, Robert E. Lee, leader of the Confederate Army, commands universal respect. Now you can recreate Lee's war years in a campaign spanning six of his most critical battles. Fight any of the historical battles as either North or South; you can even play head to head via modem or serial link. Explore alternative history with a fictional battle for Washington. Crisp, exquisitely detailed graphics, rich period music, and even quality re-enactment film footage combine to bring the Civil War experience like you've never seen it. The game play is excellent, giving you a 3D view of the battlefield, which looks very much like a miniature game. **IBM Requires:** CD-ROM, Windows, 486/33, 8mbRAM, hard disk, SVGA. **IBM - \$70.00**

## SPQR The Empire's Darkest Hour

**GT**  
Delivers a visual and intellectual gauntlet experience unlike anything before. A fascinating 3D adventure, SPQR challenges you to learn how the Roman Empire works, structurally, mechanically, economically, culturally, and politically. Given one year to investigate five equally suspicious suspects, you must solve the ultimate mystery: who is plotting to destroy Roman and how will they do it? Explore the streets and temples and secret labyrinth of the Roman Forum. Face mind-bending puzzles. With stunning graphics of the cities you build, palaces, temples, and exploration. **IBM Requires:** 486/66+, 8mbRAM, CD-ROM, SVGA, Win 3.1+. **\$90.00**

## The Rise & Rule of Ancient Empires

**SIE**  
Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of cultural, scientific and military achievement: Egypt, Greece, Mesopotamia-Persepolis, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and domestic production, and conquer neighboring cities. Multiply via modem or network. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. **IBM Requires:** 486/33+, Win 3.1+, 8mbRAM, CD, SVGA. **\$40.00**

## The Road From Sumter to Appomattox

**HPS**  
This game is reputed to be one of the best ever and most detailed wargame simulating the American Civil War. Its June 25, 1861... The first shots of the Civil War have been fired...Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the Union the cry is heard...On to Richmond! This game

covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia. Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery; weekly turn-of-the-clock resolving combat either using the provided detailed tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures: detailed supply and production, a full naval system, and a scenario editor. **IBM Requires:** 386, SVGA, 3mbRAM, 3.5" FDD. **\$55.00**

## THE SETTLERS II

**BLUE**  
An extremely cute and addictive little game. You lead a group of settlers in medieval times to a new land. You send units to explore, build, and settle the settlements for your people. You must build many different types of buildings for the various jobs required, as well as producing a range of stores and consumables. Your tasks include mining, farming, hunting, fishing, building military units to protect your kingdom against enemies, trade with other islands and peoples, etc. Up to six computer opponents. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. **\$70.00**

**THE SETTLERS II MISSION CD-ROM** New missions. The mission pack will require you to emulate your forefathers of the mighty Roman Empire. Build your own kingdom, lead your armies into battle and conquer the world. Use the new easy to use map editor to create your own worlds for the first time. **\$40.00**

## TWENTY WARGAME CLASSICS

**SSI/SSG IMP**  
This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around \$1,300! The games from Impressions are: *D-Day: The Beginning of the End*, *Conquest of Japan*, *Global Diplomacy*, *World War II: The Pacific War*, *The American Revolution*, *The American Civil War Volumes 1, 2, & 3*, *Gold of the Americas*, *Reich for the Stars*, *Worlds and Battleground*, and from SSI are *Battles of Napoleon*, *Carrier Strike*, *Western Front*, *Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War*, *War in Russia*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *Conflict Middle East*, *Conflict Korea* and *Panzer General*. **IBM Requires:** CDROM, 386+, 2mbRAM, hard disk with 60mb Free, SVGA, mouse. **\$60.00**

## DEFINITIVE WARGAME COLLECTION 2

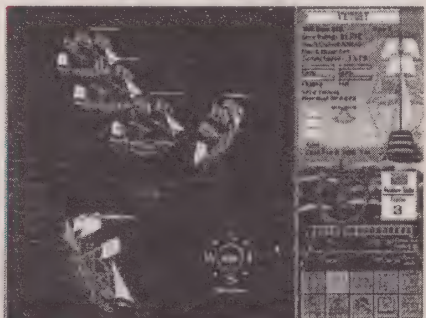
**SSI etc**  
This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpoon II with BattleSets 2 & 3*, *V for Victory Utah Beach*, *V for Victory Market Garden*, *Chengchi Kuan II*, *Romance of Three Kingdoms*, *Operation Europe*, *Path to Victory*, *Steel Panthers*, *Panzer General*, *Wargame Construction Set II: Tanks*, *Clash of Steel*, *High Command* and *Command HQ*. **IBM Requires:** 486/33, CD-ROM, 8mbRAM, hard disk, SVGA. **\$60.00**

## VERSAILES 1685

**Cryo**  
A game of intrigue at the Court of Louis XIV. Louis XIV rules the Kingdom of France from a magnificent palace called Versailles. But something is not right. Someone wants to destroy Versailles and you must stop him. Explore every corner of the palace, find the clues and unlock the mysteries of the Court, as you strive to save the palace by sundown. From the fascinating men and women you will meet, to the rooms and artworks you will marvel at, this game will let you see, hear and interact with a world you thought was lost forever. Over 30 characters modelled from period portraits, secret rooms in the palace, 25 hours of gameplay. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, hard disk, SVGA. **\$70.00**

## WOODEN SHIPS & IRON MEN

**AH**  
This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical scenarios to play out, or you can create your own, and you can design your own scenarios. You can play solitary against the computer, hot-seated with a friend on the same computer, or via E-mail. **IBM Requires:** 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. **\$90.00**



Wooden Ships & Iron Men

# World War

## 1942 The Pacific Air War

**Microprose**  
A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, each with authentic cockpit and flight characteristics. Fly over the Philippines Islands and the jungles of New Guinea. 300 single player missions, 200 head-to-head missions. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA. **Special - \$25.00**

## 1944 Across the Rhine

**Microprose**  
A classic. Featuring armored combat from D-Day to the end of the war in Europe. The M4 Sherman, the M18 Hellcat, the Tiger II, they are all here. You have complete operational control, from a single tank platoon to an entire American or German battalion. Become part of a famous unit and follow it through actual WW2 combat scenarios. **IBM Requires:** CD-ROM, 4mbRAM, 486/25, VGA. **\$25.00**

## ACES

**Sierra**  
A compilation of six of histories great battle simulators. Includes *Red Baron*, *WWI aircombat*, *Aces over Europe*, during WWII, *Aces of the Deep*, commanding a sub in WWII, *Aces of the Pacific*, WWII Pacific Theatre aircombat, *A-10 Tank Killer*, modern flight simulator, *A-10 Tank Killer II*, more modern flight combat. **IBM Requires:** 486/66, 8mbRAM, SVGA, 2xpc-CD-ROM, hard disk. **\$75.00**

## ACES The Complete Collector's Edition

**SIE**  
Four of Sierra's most successful flight simulators, all in one package. Includes *Aces Over Europe* (WW2 dogfighting), *Aces of the Pacific* (WW2 dogfighting), *Red Baron* (WW1 dogfighting), *A-10 Tank Killer* (modern ground attack), and *The Aviation Pioneers*, a historical tour of aviation history from 1903 - 1939. **IBM Requires:** Win 3.1+, CD-ROM, 486/25, 4mbRAM, hard disk, SVGA. **\$60.00**

## ALLIED GENERAL

**SSI**  
The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play three campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Flak and Sd Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there is a variety of skills, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. **IBM Requires:** 486/66, 8mbRAM, SVGA, CD-ROM, Windows. **IBM - \$50.00**

## ARDENNES OFFENSIVE

**SSI/SSG**  
SSG and SSI have combined to bring us this new game. On December 16<sup>th</sup> 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the American along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tactical scenario and an equipment encyclopedia. Play any of eight scenarios or the complete campaign. Features three levels of difficulty, network or modem head-to-head. **IBM Requires:** Pentium 90+, Windows 95, CD-ROM, 8mbRAM, hard disk. **IBM - \$50.00**

## BATTLEGROUND: DELUXE BULGE

**TalonSoft**  
This looks absolutely fantastic, as it introduces a whole new visual approach to

computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface. You can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips. With new scenarios. **IBM Requires:** Windows 3.1 or '95, 386DX/33+, SVGA, 2x CDROM, hard disk. **\$90.00**

## CLOSE COMBAT

**Microsoft**  
Advanced Squad Leader for your computer! This is a grand tactical game of WW2 combat, with individual tanks, guns, and squads of men. You command soldiers who react realistically to the situation they're in. They are dynamically affected to their ability, strength, stamina and mental condition. Great graphics, animation, and sound effects make the battlefield come alive as you command either the Americans or Germans. With WW2 archival film footage and still photos. As you battle over a landscape, it will become pitted with shell craters, buildings will become wrecked, etc. Very detailed! For American and German forces it includes pistols, rifles, carbines, SMCs, machine guns, Panzerfausts, Panzerbrenners, Bazookas, hand grenades, several types of mortars and AT guns, infantry guns, and tanks include M5A1, Pz III L, 75mm Sherman, Pz IVH, 76.2mm Sherman, Panther, Tiger I, StuG III and StuG III, Marder III, M10, M36, Jagdpanther, armored halftracks, jeeps, etc. There are several dozen types of terrain. Looks superb. **IBM Requires:** Pentium, CD-ROM, 8mbRAM, Windows 95, SVGA. **\$30.00**  
**Close Combat Hint Book** **\$35.00**

## CLOSE COMBAT: A Bridge Too Far

**Microsoft**  
Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or German forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaster, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war, limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps, etc. **IBM Requires:** Win'95, 16mbRAM, SVGA, 4xpc-CDROM, Pentium 90+. **Due Nov. IBM - \$80.00**

## COMMAND: ACES OF THE DEEP

**SIE**  
As a U-Boat commander, slash the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-dive to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, chad detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! **IBM Requires:** Windows '95, CDROM, 486/66, 12mbRAM, SVGA, hard disk. **\$40.00**

## COUNTER ACTION

**Mindscape**  
Add Alert meets World War II combat. Prepare yourself for the first WWII real time combat game, set on the Russian Front. With 28 individual missions playable from either the German or Soviet side, has 19 authentic unit types including infantry, tanks, AT weapons, heavy artillery, APCs, AA guns, coastal artillery, Katyusha rocket launching platforms, etc. No complicated maps and options. Destroy buildings, gun emplacements, etc. Stunning overviews of the battlefields. Tanks include T-26, Lynx, T-34/76, Panther, SU-85, Elephant and Tiger I. Looks good. **IBM Requires:** 486/66, SVGA, 8mbRAM, CD-ROM, \$50.00

## D-DAY AMERICA INVADES

**AH**  
By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Louis, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. **IBM Requires:** 386, 4mbRAM, SVGA, CD-ROM. **IBM - \$90.00**

## EAST FRONT

**Talonsoft**  
Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you play well. You can play either German or individual scenarios. There are 300 different types of platoons. **IBM Requires:** Pentium, 8mbRAM, SVGA, 2xpc-CDROM. **Due Nov. IBM - \$90.00**

## FLYING FORTRESS

**Sega**  
A re-released classic. In the Spring of 1942 the United States 8<sup>th</sup> Air Force landed in Britain. Its task to mount the air offensive in German occupied Europe, striking in the daylight, from high altitude, at precise, strategic targets. The heavy bomber chosen to perform this task was the B-17. Learn to fly this huge four engine bomber in squadron formation. Complete 25 missions. Manage eight gun positions. Drop bombs. **IBM Requires:** 386, 4mbRAM, SVGA, CD, \$30.00

## GREAT NAVAL BATTLES The Final Fury

**SSI**  
A big boxed set containing all FOUR Great Naval Battles, a magnificent World War Two naval combat simulator. With stunning graphics you command single ships up to whole fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific between the Japanese and the Allies and the US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we've featured all the main French ships, such as the Dunkerque, and the Italian naval, and the Russian navy, etc. **IBM Requires:** 386/66, 8mbRAM, hard disk, CD-ROM, SVGA. **\$50.00**

## OUTLAWS

**LucasArts**  
Doom gets Wild West! Ride back into the wild west as the gun-slinging Marshall James Anderson. You'll encounter a dusty town, an abandoned mine, a runaway train, and the unriest cowpokes this side of the Mississippi as you uncover a twisted plot of greed and corruption. With weapons like your six-shooter, .45, your 12 gauge shotgun and 12 gauge sawedoff, you'll be packing plenty of fire power. With three game variations: Spaghetti Western Shooter, Bounty Hunter Action, and Multiplayer Shootouts. Challenges the wit as well as the trigger finger - slaying civilians may leave you hanging from a rope. **IBM Requires:** Win'95, Pentium 60+, 16mbRAM, 2xpc-CDROM, SVGA. **\$90.00**



Outlaws

## OVER THE REICH

**Avalon Hill**  
You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player vs. control, network, or in the same computer. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, Windows 3.1+, Due Jan. **\$90.00**

## PACIFIC GENERAL

**SSI**  
Welcome to the Pacific, one of WWII's most magnificent battlefields. Features a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land



**combat.** Campaigns and scenarios are playable as Japanese or American forces - imagine landing in San Francisco as the victorious Japanese! Authentic combat footage brings the war in the Pacific to life, and head-to-head play via modem or network lets you square off against human opponents. Best of all, the powerful all-inclusive Battle Generator can take you way beyond war in the Pacific, because it can fully loaded with units from Panzer General and Allied General. **IBM Requires:** Pentium 90+, 16megRAM, 4xCD-ROM, Win'95, 1mbSVGA, hard disk, Windows 3.11. **\$50.00**  
**Pacific General Official Strategy Guide** **\$27.00**

**PANTHERS IN THE SHADOWS** **HPS**  
Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different units, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major rounds such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system," because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. **IBM Requires:** VGA, hard disk, 3.5" FDD. **\$85.00**  
**Panthers in the Shadows Map Builder Add-on Disk** **\$15.00**  
**Panthers in the Shadows Campaign Disk #1 Into the Cauldron** **\$15.00**  
**Panthers in the Shadows Campaign Disk #2 SS-LH in Normandy** **\$15.00**  
**Panthers in the Shadows Campaign Disk #3 Thunderbolt!** **\$15.00**  
**Panthers in the Shadows Campaign Disk #4 Heia Saut!** **\$15.00**  
**Panthers in the Shadows Campaign Disk #5 Heil's Wheels** **\$15.00**  
**Panthers in the Shadows Campaign Disk #6 Sea Lion** **\$15.00**  
**Panthers in the Shadows Campaign Disk #7 France 1940** **\$15.00**

**PANZER GENERAL** **SSI**  
As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force flowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. **IBM Requires:** CD-ROM, 4mbRAM, SVGA, hard disk, mouse, 360X23+. **MAC/Win'95/DOS: \$50.00** **PlayStation: \$80.00**  
**Panzer General Official Strategy Guide** **\$30.00**

**PANZER GENERAL II** **SSI**  
This game has all of our staff wishing it was November already. Features the most stunning SVGA graphics of tanks we've seen. They look like phantoms of GHQ or Cinc 1285th scale miniatures. This totally new version of Panzer General allows play over 4 linked campaigns. The Battle Editor lets you edit the included scenarios as you see fit. You can play some campaigns from the Allies side. If you like WW2 tank warfare, you've got to get this. **IBM Requires:** Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM. **Due November. \$50.00**



**SILENT HUNTER** **SSI**  
A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowls the shipping lanes. Steel into enemy warships or Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagle eye view of tactical situation maps. **IBM Requires:** CD-ROM, 4mbRAM, hard disk, mouse, SVGA. **IBM: \$50.00**  
**Silent Hunter Hint Book** **\$30.00**  
**Patrol Disk** With two new patrol zones and fifteen new scenarios: Malaysia including Singapore; and Sulu Sea including the southwestern edge of the Philippine Islands and northern Borneo. **Requires as above. \$40.00**  
**Patrol Disk #2** A scenario editor which lets you access all US and enemy ships and shipping; there are two new patrol zones, Hong Kong and Vietnam, and fifteen new stand alone scenarios. **\$40.00**

**STALINGRAD** **AH**  
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Romanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to land Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. **IBM Requires: 8 mb RAM, 386+, VESA SVGA, hard disk, CD-ROM. IBM: \$90.00** **MAC: \$90.00**

**STEEL PANTHERS** **SSI**  
The latest from Gary Grishy. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion of small battles with the same units, while tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. **IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk. IBM: \$40.00**  
**Steel Panthers Scenarios 30 new scenarios.** **\$40.00**  
**Steel Panthers Campaign Disk 2 Lead elements of the Soviet 1st Guards to victory from Kunk to Poland and on to Berlin in 17 linked battles. Follow the career of a German general from Poland 1939 to Berlin in 1945 in 20 scenarios; command a Japanese army during the early years of WW2; and 40 scenarios!** **\$40.00**

**STEEL PANTHERS II Modern Battles** **SSI**  
Here's the modern day version of one of the hottest wargames ever. Lead a single squadron through Europe, Asia and the Middle East from 1950 to 1999. Fight a range of scenarios of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, a scenario generator and editor. And authentic combat video footage enhances this wargaming masterpiece. **IBM Requires: 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk. \$50.00**  
**Steel Panthers Official Strategy Guide 108 pages.** **\$27.00**  
**Steel Panthers II Campaign Disk** Command South Korean forces in this hypothetical invasion of South Korea by the North in 1998; an aggressive German thrusts into the North and Britain in Belgium; German and French slog it out in the Rhineland; and 30 additional scenarios. **\$40.00**

**STEEL PANTHERS III 1939-1999** **SSI**  
The latest from Gary Grishy and Keith Bruns. Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 40 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles from very major historical conflict from 1939 to date. Plus hypothetical battles, such as NATO 1998 and Holy War 1999. **IBM Requires: 486/66, 2xCD-ROM, 16mbRAM, hard disk, SVGA, Due Dec. \$50.00**

**THIRD REICH** **AH**  
Have you ever wondered how WWII would have developed if the Germans had

captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France before 1944? In this faithful adaptation of the boardgame you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerents plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solo against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. **IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$90.00**

**TIGERS ON THE PROWL** **HPS**  
Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. What is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificent. **IBM Requires: VGA, 3.5" FDD, hard disk, 386. \$85.00**  
**Tigers on the Prowl Map Builder Add-on Disk** **\$15.00**  
**Tigers on the Prowl Campaign Disk #1 Panthers Forward!** **\$15.00**  
**Tigers on the Prowl Campaign Disk #2 GD on the verge** **\$15.00**  
**Tigers on the Prowl Campaign Disk #3 Peiper in Russia** **\$15.00**

**V for Victory Commemorative Edition** **360**  
All four magnificent V for Victory games released on one CD! These are true boardwarfare transfers onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Valkyrie Lull*, where as a German tank commander on the Russian front you must break the Siege; *Market Garden*, where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. **IBM Requires: 386, CDROM, VESA SVGA, hard disk, 8mbRAM, mouse. \$34.00**

**WAR ZONE** **Slash**  
Contains five complete wargames. *Fighter Wing* which is a modern fighter jet combat simulator; *Standup*, where you pilot a starship off exploring uncharted regions of the galaxy; *Harpoon Classic*, which is modern naval combat; *No Greater Glory*, an SSII recreation of the American Civil War; and *Pacific Islands*, set in the near future where Atlantis and North Korea invade the Pacific Islands. **IBM Requires: 386/66, CD-ROM, VGA 4megRAM, hard disk. \$36.00**

## Post-World War

**688(D) HUNTER KILLER SUB** **EA**  
Jane's Combat Simulations presents 688(D) Hunter/Killer, the most realistic submarine simulation ever developed for the PC. Master the sonar and weapons control systems, learn to develop real target solutions and outfit your boat with the latest advanced weaponry. Over 12 detailed operating stations. Real-world terrain. Real-life situations. Features multi-player, full 3D technology, and you can manage all of the resources of your submarine, including crewmen training and weapons loadouts. **IBM Requires: Win'95, Pentium 90, hard disk, 16mbRAM, 4xPC-DROM, SVGA. \$90.00**

**FIFTH FLEET** **AH**  
By Avalon Hill, this is the computer game of your board game, where you are in command of 5th Fleet, a Navy Task Force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimble class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-17A stealth fighters, and P-3 Orion supporting you from shore. The computer handles the non-essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent with variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. **IBM requires: 386+, VGA, mouse, CD-ROM, hard disk. \$90.00**

**HARPOON CLASSIC '97** **IM**  
Based on the original Harpoon. Features a redesign of the control interface, an introductory quick-start mode, 50 new missions to make a total of 250 on-scene time to Internet play included, upgraded artwork and terrain graphics, control ships, subs and aircraft in four theaters of play. **IBM Requires: 486/33, 4mbRAM, SVGA, CD-ROM, hard disk. \$50.00**

**HARPOON II Admiral's Set** **360**  
This is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc. you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. This version includes a new database editor, a new regional conflict in the Middle East, the scenario editor, and on-line manuals. **IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 486DX or better, CD-ROM. \$30.00**  
**Harpoon II Hint Book** **\$40.00**

**IF-22 Raptor** **IM**  
The flight simulator of the F-22 Raptor. Features photorealistic terrain rendered from real satellite photos and elevation data of Bosnia and Ukraine, a truly dynamic campaign system that gives never the same missions twice, an active controls all weapons and missiles, instant action or mission cancellation, huge variety of planes and vehicles, all participating in the ground and air war, etc! **IBM Requires: Win'95, 4xPC-DROM, Pentium 90+, 16mbRAM, SVGA. \$80.00**

**JANE'S FIGHTERS ANTHOLOGY** **EA**  
The definitive air combat collection, combines three previous games: *Advanced Tactical Fighters*, *RA-70 Fighters*, and *US Air Fighters '97*. Fly top-notch fighters from all over the world, spanning 40 years of aerial combat. With over 100 planes and hundreds of missions, this is the complete dogfighting experience. Includes a mission designer, six campaigns, etc. **IBM Requires: Pentium 90, 16megRAM, SVGA, 6xPC-DROM. \$90.00**

**M1A2 Abrams** **Interactive**  
Imagine 70 tons of steel and raw firepower thundering across the landscape at 40mph - with you in command! Command a platoon of four tanks or an entire company with other vehicles, artillery and helicopters, from a variety of external views and a multi-zoom map view. Blast your way through battles and campaigns from Middle Eastern deserts to the Ukrainian steppes and the Balkan mountains. Control your tank as driver, gunner or commander. Includes up to date Russian and US equipment, 3 different campaign theatres: Persian Gulf, Bosnia, Ukraine. Unlimited single battles and 8 campaign scenarios. Multiplayer network play. **IBM Requires: Pentium, CD-ROM, Win'95, 2xPC-DROM, 16mbRAM. \$80.00**

**POINT OF ATTACK** **HPS**  
Modern tactical combat in the Middle East. Graphics are extremely simple and arcade, but the game program is one of the most detailed tactical military simulations ever produced. Operates on a platoon/section level, and contains 5 historical/hypothetical scenarios, plus the ability to select your own force. Over 100 weapon systems, 11 different countries, detail is down to individual guns & tanks. etc. **IBM Requires: 3.5" FDD. \$55.00**  
**Point of Attack Map Builder Add-on Disk** **\$15.00**

**SPACE BATTLE SOFTWARE COLLECTION** **SOFT**  
With over 15 great shareware space adventure or arcade games, including *Space Flight Simulator*, *Elvis in Space*, *Space Kill: Defenders*, *Space Miner*, *Space Pilot*, *Space War*, *Astro Fire*, *Asteroid*, *Meteor Mission*, *Line Wars*, *Winnids*, *Grallator*, *Astra Blaster*, *VGA Alien*, *Fleet Tactical Combat* and *Pioneer*. **IBM Requires: 386/25+, Win 3.1, SVGA, 2mbRAM, CD-ROM, hard disk. \$15.00**

**SPYCRAFT** **ACT**  
Enter the world of international intrigue. It's you against faceless enemies in a rush to unravel a high-level assassination plot. Arm yourself with authentic spy tools, high-tech weapons and professional skills tied to CIA operations. Then confront realistic global scenarios where decisions you make determine the balance of world power. Includes secrets about spycraft revealed by ex-Directors of CIA and KGB; stunning computer generated graphics, 35mm film, actual CIA footage and dozens of Hollywood actors. **IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, mouse. \$50.00**

**SSN-Tom Clancy** **Virtus**  
Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. Many of the threats you face are real; others are hypothetical. All of them are dangerous. **IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk. \$70.00**

**SU 27 FLANKER** **SSI**  
From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows'95 technology. Includes a power mission editor that lets you do everything from planning single training missions to planning and executing full campaigns. With detailed briefing/debriefing. This is reputed to be the most realistic flight sim ever for the PC. **IBM Requires: 486/66, 8mbRAM, 1megSVGA, hard disk, 2xPC-DROM. \$50.00**  
**SU 27 Flanker Mission Disk** Includes 150 new missions, a new 16 player multiplayer capability over local area networks, significant enhancements to enemy AI, extended mission editor. **\$40.00**

**USNF'97 US NAVY FIGHTERS** **EA**  
Jane's Combat Simulations presents the '97 version of the best selling flight sim. US Navy Fighters '97 features refined 3D shapes and terrain textures, multiplayer gaming, and complete Jane's reference material on all USNF aircraft. The new version combines the original USNF data disk and a Vietnam campaign. With 15 powerful aircraft at your command, including the F/A-18 Hornet, the Sea Harrier, and the venerable F-14 Tomcat, you'll be armed for ten missions of the toughest modern air war. In modern history, the F-4E Phantom II, the F-105, the F-106, and MIG-21F. Local realistic air and ground missions against North Vietnam in an historical campaign based on actual US carrier operations. **IBM Requires: Win'95, Pentium 90, hard disk, 4xPC-DROM, 16mbRAM. \$50.00**

## Science Fiction

**7th Legion** **EMG**  
Centuries ago, the Chosen abandoned a dying Earth. Now they're coming back...and they are in for a rude welcome. An absolutely stunning graphic game featuring real-time action/strategy focusing on battle rather than on the 1-8 human players, night missions, night missions, night missions, night missions, 26 different attack units can be fielded, battle cards enable awesome global attacks and power-ups to turn the tide of battle, intense cinematic scenes. **IBM Requires: Win'95, 8mbRAM, Pentium 66+, CD-ROM, Due Nov '97. \$90.00**

**ALIEN TRILOGY** **Acclaim**  
A DOOM style shoot-em-up adventure set in the dangerous world of *Aliens*. Aliens have infested a colony and you are best by facehuggers, chestbursters, disintegrators, adult dog and normal aliens, and company soldiers intent on capturing aliens alive. You have to destroy egg chambers and kill three queens. There are over 30 levels, an arsenal of weapons, realistic explosions, blast damage, and audio voice-over. This is put wrenching, white-knuckle raptures. Multiplayer network or modem play is possible. I'll definitely be playing this one! **IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. \$50.00**

**AMOK** **Scavenger**  
After 47 years the war between the two largest corporations on planet Anuk finally comes to an end. Now the Bureau, a sane outfit that profited heavily from the Great War, is desperate to provoke a new one. To do so, they have hired you to pilot a modified battlewalker/sub called the Slambird. Immersed in a 3-D nightmare you must demolish buildings, blow-up army bases and sink underwater bunkers to destroy peace. **IBM Requires: 486/66, Win'95, 8mbRAM, CD-ROM, hard disk. \$70.00**

**BABYLON 5 SCREEN SAVER** **WB**  
Bring the last of the great Babylon stories to your desktop! Contains a screen saver that has actual video clips from the series, and over one hundred color images, each accompanied by unique sounds drawn from the series. Has 30 types of wallpaper from the series. Now you can start Windows with the surreal world of alien spacecraft, or the dazzling pyrotechnics of a jump gate transition. **IBM Requires: 386/33+, Win 3.1+, 8mbRAM, 2xPC-DROM, SVGA. \$40.00**

**BATTLECRUISER 3000** **GameTek**  
A spaceflight simulator, conquest and exploration supergame. Combines strategy, space combat simulation, and resource management, all in an exquisitely detailed and expansive 3D universe. You command a mighty battlecruiser, part battleship, part carrier, part battleship, all muscle! With a crew of 75, four intergalactic lighters, and an awesome array of weaponry, you take the controls of the battlecruiser to carry out GALCOM's directives. With the most advanced neural net based AI system developed for a game, 13 alien nations, 25 star systems with over 200 planets, over 40mb of digitized speech. **IBM Requires: Pentium, CD-ROM, 8mbRAM, SVGA. \$90.00**

**BATTLES IN TIME** **QQP**  
A new dimension in gaming, simulating true Strategic and Tactical combat from Prehistoric times, Roman times, WW2, and 2025 AD. Warfare is not won based on any single element, it is a delicate balance of all relevant components. In this game you can maneuver your armies as a whole, create diversions, employ the benefits of camouflage units and control your deployment. When combat occurs on the strategic map, you zoom in to fight a battle on the tactical map. Up to 4 players can play on one machine or via modem. And no, you can't have units of different time periods fighting each other! Prehistoric allows you to control dinosaurs, include T-Rex and Raptors. **IBM Requires: 386, 4mbRAM, CDROM, VGA, hard disk. \$20.00**

**BEDLAM** **Mirage**  
We're talking 3D, up-down, trigger-happy, weapon-toting, shouting, and BioMechanical creatures, originally created to handle manual household chores have mutated and taken over the planet. Enter you. A hard faced mercenary in control of a team of up to three heavily armed combat droids/rats to create some sort of peace. Just try not to blow up the whole place while you're at it. Control 3 independent robots and fight your enemy on three battlefronts. Truly interactive environments - blow up virtually everything in sight. Thousands of enemies, incredibly destructive weapons, numerous power-ups and puzzles. **IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, hard disk. \$90.00**

**BLOODNET** **Microprose**  
The Cyberpunk vampire game. Recruit cyberpunks, rage gangs, mercenaries and computer hackers to help you fight against the vampires. Immerse yourself in the bizarre virtual reality of cyberspace and experience astounding 3D art. **IBM Requires: 486/25, 4megRAM, CD-ROM, VGA. Special - \$20.00**

**CHAOS OVERLORDS** **NEW**  
Strategic gang warfare. As a Chaos Overlord your task is simple: become the absolute ruler of the city or go down fighting. Your chief tools of conquest are specialised criminal gangs which you employ to influence the business community, bribe local officials, and terminate the competition. To be successful, you must lure the right gangs, outfit them with the latest equipment and weapons, and give brilliant and decisive orders. There are 70 unique gangs, over 50 weapons to develop and use, and heaps of tactics. **IBM requires: 486+, 8mbRAM, CD-ROM, Win'95, SVGA. \$60.00**

**CHRONOMASTER** **INT**  
Written and designed by Roger Zelazny. This game will take you on a journey through man-made "Pocket Universes" full of cyborgs, pirates, and witches who provide deadly puzzles. Visit worlds where magic reigns, reality warps and planets speak words of wisdom. Watch as "Bottled Time" affects people and objects in man made universes. Stunning hi-res network and full motion video. **IBM Requires: 486/33, 4mbRAM, SVGA, CDROM, mouse, hard disk. \$40.00**  
**Chronomaster Hint Book** **\$30.00**

**COMMAND & CONQUER + Covert Ops** **Westwood**  
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft*, but with heaps of cinematics coupled together into missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You command and better your bases, unite or divide your forces, develop new technologies, all while the real-time is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. **IBM: 486/33, 2xCD-ROM, 8mbRAM, VGA, IBM: \$50.00** **MAC: \$70.00**







## Privater 2 Official Guidebook

\$30.00

## MEAT PUPPET

In the league of *Diallo* and *Cruiser*. A beautiful woman with a big gun. They have a working relationship. The rest is slightly more complicated. After answering a vague yet provocative personal ad, Lotus has been taken hostage by an entity known as the Martini. Now as the woman Lotus, it's your job to infiltrate, in one dangerous night, the six cities or "embassies" and destroy each leader or "ambassador." Features a fully interactive environment of over 6 cities and 300 rooms, over 600 objects that can be used or destroyed, 360 degree globe of life, smarter and tougher enemies, 35 characters in the story, ability to save game at any place. **IBM Requires:** Pentium 100, 16mbRAM, SVGA, CD. **\$75.00**

## PIE

sandships of the gods and bring glory and freedom to the Horus Empire. With a 3D world, highly maneuverable advanced vector craft, flight sim style cockpit, multiple weapon upgrades, discover the hidden Orion, super weapons, ground attack troops, Pyramid cities, etc. **IBM Requires:** Pentium 75, 8mbRAM, 25pCD-ROM, hard disk, SVGA. **\$50.00**

## SCARAB

There is a war raging in silence. Mechanical gods are the foot soldiers for warring factions of beings beyond our solar system, beyond our comprehension. Here ritualized 3D arenas that include elevators, moving platforms, tunnels, traps and animals without souls. You must lead the forces of Ra against the wave of madness. With 1st person robot action. Engage in fierce combat across seven fully textured 3D arenas that include elevators, moving platforms, tunnels, traps and animals. Over 40 different weapons, 140 missions. **IBM Requires:** Pentium 90+, 16mbRAM, 45pCD-ROM, Win 95, hard disk, SVGA. **\$30.00**

## SHATTERED STEEL

A game in the league of *Mechwarrior II* and *Earthsiege*. The Core Wars, waged by rival factions for natural resources, and ultimate survival, left society in ruins. Massive industrial conglomerates deploy mechanized mercenary armies to maintain a tenuous order. You're a hotshot runner pilot. You've neutralized hundreds of pirates and rival ops on over 22 worlds. Your lethal Planet Runner light mech navigates any terrain and strikes with devastating firepower. Now alien forces have taken over a planet, and it's up to you to restore order. With 50 missions and 15 multi-player missions in a fully navigable terrain. Real time damage, ice takes, over 20 aggressive 3D alien predators. Over 25 weapons. **IBM Requires:** 486/66, 8mbRAM, 16mbRAM, CD-ROM, hard disk, SVGA. **\$50.00**

## SPACEWARD HO Version 4.0

At last! The latest version of *Spaceward Ho* has been released - this will be our latest new computer game for 1996. The goal of *Spaceward Ho* is to conquer the galaxy. You start out on a single, wonderful, heavily populated planet. You have just become capable of building your first interstellar space ships. So you build a couple of exploratory ships and send them to nearby stars. Once you find a planet that is similar to your home planet, you build a colony ship and go colonize it. Then you terraform it, mine the metal from it, and use it as a base to explore and colonize other nearby planets. Eventually, you'll run into computer or human opponents (from 1 - 19 opponents), and you can ally them or start a war. You can build satellites to defend your planets, or warships to take the war to him. You also spend money on technological research. Eventually your ships will be faster, more powerful, and use less metal. New ship types you can build include a Tanker to refuel ships at uninhabited worlds; Biological ships, which are great living organisms that need no fuel; and dreadnoughts - computer players love these. You design all of your own ships according to your tech level, and there are hundreds of possible combinations. There are 200 different planet types. The whole game uses a point and click interface. Absolutely fantastic - even our Managing Director will be playing this one! **IBM Requires:** 486/33, 8mbRAM, CD-ROM, Windows 95, hard disk, VGA. **\$58.00**

## STARS

Expand your horizons and domain. Explore the unknown universe. Discover new life and planets - and your untapped potential to govern flourishing civilizations. Create and control fleets of spaceships equipped with the latest technology your research and resources provide. Become a warleader, a trader, a diplomat, a pirate. Build an intergalactic empire to stand the test of time. A strategy based space conquest game with a richness of detail only possible through a turn-based format. An exhaustive range of high-tech hardware to exploit. Computer opponents provide a challenge for all abilities. Customizable interface, playfield and even rules! Comprehensive tutorial. **IBM Requires:** Windows 3.1+, CD-ROM, 4mbRAM, 486/66+, hard disk, mouse, SVGA. **\$65.00**

## STAR COMMAND: REVOLUTION

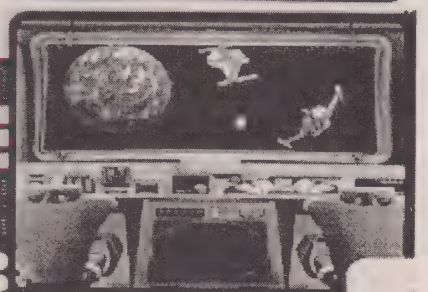
A real-time *Command & Conquer* game with a difference - this one is all in space! Four races are at violent odds for control of the Zeta galaxy. It will take all your strategic genius to harvest resources, learn new technologies, and build the best space armada. But looming over all of you is the ultimate threat - an evil race more powerful than you and your combined enemies. With 64 different types of starships and buildings, 4 different races with unique technologies, battle across 40 huge, continuous space boards in campaign mode, navigate the universe through space wars to move back and forth between levels, group ships into squadrons for fast deployment. **IBM Requires:** 486/66, 25p CD-ROM, 16mbRAM, hard disk, SVGA. **\$80.00**

## STAR CONTROL 3

The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet searched hundreds of planets. You pilot 24 different alien starships, using 48 unique weapons. You manage the resources of over 30 colonies and 24 races. Discover more than 40 ancient artifacts from an advanced technology. Deploy your starfleet strategically for victorious hyper intergalactic combat. You can negotiate alliances, build your colonies on newly discovered planets and manage their resources; you can play against the computer or a friend via modem or network; there are over 1,000 worlds to explore. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, hard disk, SVGA. **\$50.00**

## STARFLEET ACADEMY

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Enterprise* from the *Reliant*. You go head-to-head with Klingon *Bird of Prey*, *D-7* and *D-7a*, a new Klingon ship that you have no stats on, the *Romulan Warbird* and *Gardula*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you, which keys on your keyboard do what function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! **IBM Requires:** Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM. **IBM - \$90.00 MAC - \$90.00**



## STAR GENERAL

Panzer General goes to the stars! This game features a modified *Panzer General* ground combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. There are a multitude of planet types to conquer

## SSI

and colonize, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via internet, or two - computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulae, pulsar rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was a disaster, but I learned quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! **IBM Requires:** 486/66, 16mbRAM, SVGA, CD-ROM, hard disk. **\$50.00**  
Star General Official Strategy Guide Book **\$27.00**

## STAR TREK: BORG

You are Cadet Qaylan Furlong. Your father was killed by the Borg in the battle of Wolf 359. Now, ten years later, the Borg are attacking again, and Starfleet won't allow you to stay aboard the Starship Cheyenne to avenge your father's death. But Q will. He'll take you back in that, in fact. He will take you back in time ten years and put you on the same ship as your father to give you a chance to save him... and the entire Federation. Starting Q, 120 minutes of original Star Trek footage shot at Paramount Studios, 3CDs including Picard's dossier on the Borg, highest quality interactive full motion video, directed by Jim Conway, written by Hilary Bader. **IBM Requires:** Pentium, 8mbRAM, 25pCD-ROM, hard disk, SVGA. **IBM \$60.00**  
Mac Requires: System 7.5+, 8mbRAM, 25pCD-ROM, hard disk. **MAC - \$60.00**

## STAR TREK: GENERATIONS

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Sauron, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the *Enterprise* in combat against Klingons and Romulans. **IBM Requires:** Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win 95. **\$80.00**

## STAR TREK GIFT SET

Contains four Star Trek previously released games/features. The Star Trek Omnimedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original stories; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the *Enterprise*; and Star Trek Klingon Language. 1st with 24 minutes of power Klingon, taught by Michael Dorn, of course. **IBM Requires:** 486/66, 8mbRAM, 25pCD-ROM, SVGA, hard disk. **\$80.00**

## STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the *Enterprise*, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Gardian vessel. Trip explains the Gardians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the *Enterprise* and its crew! Stunning graphics and sound. **IBM Requires:** 486+, CD-ROM, 8mbRAM, SVGA, hard disk. **\$30.00**

## STAR TREK OMNIPEDIA

The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photos, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnimedia hat, and a Star Trek Epic Collection on Audio. **IBM Requires:** 486 or Pentium, SVGA, Microphone (to use voice activation option), 25pCD-ROM, 8mbRAM. **\$99.00**

## STAR WARS COLLECTION

This is the LucasArts Archives Vol. II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, The Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy to be released early '97. **IBM Requires:** 486/66, Win 95, CD, 8mbRAM. **IBM - \$80.00**  
MAC - \$90.00

## STAR WARS REBELLION

A game of galactic expansion and domination, it takes grand strategy to a new level as players vie for control of the known Star Wars galaxy. Far-reaching decisions and intense resource management in a real-time environment will test players strategic mettle time and time again. Up to 200 planets to explore and control. You command either the Empire or the Rebel Alliance. Manage manufacturing, resources, fleet deployment and mission assignments. With 3D tactics battles, almost a game in itself. There are 55 characters such as Luke Skywalker. The story setting is just after the destruction of the first Death Star. Looks fantastic. **IBM Requires:** 25pCD-ROM, SVGA, Pentium 100+, 16mbRAM, 16mbRAM. **IBM - \$90.00**  
MAC - \$90.00

## Star Wars Shadows of the Empire

An action shoot-em-up adventure set between *Star Wars* and *Return of the Jedi*. You get to fly a freighter like the Millennium Falcon, a snowspeeder, hovertrunk, and jet pack. Ten intense missions to blast your way through, with stunning 3D graphics. A gripping Star Wars plotline as you strive to save Luke Skywalker from assassination. Visit Mos Eisley, Hoth, the Imperial City, Gall Spacetroop. **IBM Requires:** 45pCD-ROM, SVGA, Pentium 90, hard disk, 16mbRAM. **IBM - \$90.00**



## TERROR FROM THE DEEP

Testise? Nervous? Terrified? You will be! The year is 2040. Liners are being sunk, ports are being attacked and unidentified Alien beings are seen breaking the surface of the world's oceans. You are the Commander of X-COM: the organization commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater missions, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a vast arsenal of weapons. **IBM Requires:** VGA, hard disk, CD-ROM, 386 +, 6 mbRAM. **\$30.00**

## THE PANDORA DIRECTIVE

The Government has covered up the greatest secret of the 20th Century - the UFO crash at Roswell. Tex Murphy does not like secrets. (He's the main character, it's April 2043, and you as Tex, are racing against time to find out why the military suddenly shut down and sealed off the Roswell complex. And why the frequent references to the Mayan civilization. This is a fully interactive cinematic movie with real life people. The storyline can follow three different routes which lead to seven different endings. There are mind boggling puzzles with two levels of play - complete on-line help or master level with no help. Cast includes Tanya Roberts and Barry Corbin, etc. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA, hard disk. **\$90.00**  
The Pandora Directive Hint Book **\$40.00**

## THIS MEANS WAR

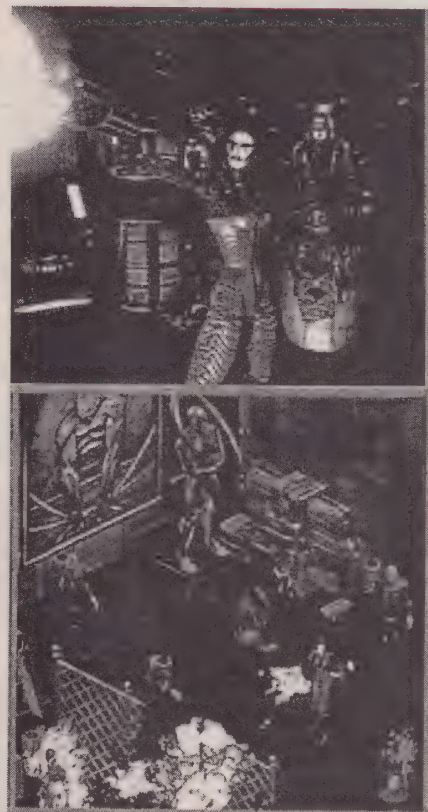
An amusing game set in post holocaust Earth. With a feel of *Command & Conquer*, the world (or what's left of it) is being ravaged by a few warped, crazy soldiers. You create your own military industrial complex, then take up arms to

## MIC

## MIC

## MIC

## MIC



## QUAKE

The next game from the people who brought us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Sligatite Device. But an alien terrorist instigates a war via Sligatites before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Sligatites - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy is close, the SVGA still presents a detailed, focused image. Weapons include double barreled shotguns, nailguns, flamethrowers, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as wastering your rosbush. The aliens throw all manners of ugly things at you to try to stop you. **IBM Requires:** Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8mbRAM. **IBM - \$50.00 MAC \$90.00**  
**Quake Mission Pack No.1 Scourge of Armagon** 15 heavily new levels in three monster infested episodes. Also an all new Death match Level. Features Grenlins, small blood-thirsty creatures that attack in swarms and can steal your weapons and use them against you. Centroids, armor-plated Scorpion cyborgs with twin nailguns. New weapons include a war hammer, a Laser Cannon and Proximity Mines; & new architecture. **Requires as above.** **\$50.00**  
**Quake Mission Pack No.2 Dissolution of Eternity** Features Hell's Fortress - after battling through seven terrifying levels you will find yourself in the Tomb of the Overlord. Here you must confront the general of Quake's mighty army for a final blood-busting. The Corridors of Time - lost in a world of eight horribly mad levels. You begin to unravel Quake's cunning plan. In the end you will face the deadliest monstrosity ever unleashed - the Dragon. With seven new monsters, Wraths, Guardians, Phantom Swordsmen, Statues, Electric Eels, the Overlord and the massive Dragon. Also new weapons such as Lava Nails, Multi-grenades, & a beefed up plasma gun. **Requires as above.** **\$50.00**  
**Q1Zone** You are challenged with three completely new episodes, including a new weapon and new enemies. The new levels are totally linked together, but you can play each level one-by-one if you desire. Also provides a full control map and level manager. **Requires as above.** **\$40.00**  
**Prima's Quake Game Secrets** 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. **\$20.00**  
**Quake Official Hint Book** **\$30.00**  
**Eternal Darkness** 100 new levels for Quake. This is your wake up call. The gate has been reopened and Quake's on the move again. Quake is back to reign havoc and destruction. Enter all new dimensions and times as you track Quake through the gates of hell and back. Your mission is to stop him at all costs. **Requires Windows 3.1 or 95.** **\$45.00**

## REBEL MOON RISING

The first in a new generation of *Doom* style games - which require Intel MMX technology. This absolutely stunning 2D adventure follows the shock caused when the Lunar Free State moon colony declares independence from the Earth. You are a Lunar Militiaman and are soon pitted against the military might of the United Nations. Fighting over treacherous moonscapes and space stations. Features voice recognition, variable level gravity, AI controlled reinforcements, radical multiplayer technology, extreme graphics resolution, goal-based missions which include infiltration, search and destroy, defense and rescue missions, a limited oxygen supply in some missions, etc. Looks great! **IBM Requires:** Intel Pentium Processor with MMX technology, Win 95, 16mbRAM, hard disk, 45pCD-ROM, 16-bit PCI video graphics card. **\$90.00**

## REDNECK RAMPAGE

A farical *Doom*-style game, set in the old Southern USA, with warped looking characters armed with crowbars, dynamite, double-barreled shotguns, rip saw blades, an alien gun, etc. With gnu-line Redneck dialogue and humor, 14 levels of SVGA graphics including mortuaries, chicken processing plants, trailer parks. Eat pork rinds, cowpits, and lots of sauce. Fight the computer, play via null modem, or up to eight players via network. Watch out for the alien clones of local town folk! We're & warped. **IBM Requires:** Pentium 90+, CD-ROM, SVGA, 16mbRAM, hard disk. **\$50.00**

## SAND WARRIORS

It is a time of conflict. The critical year is 6225 BC. A frenzied war rages on the planet Tawy. Two ancient families vying for global supremacy. In a conflict that has spanned generations, the fate of planet Tawy now rests with the Horus Empire of the south and the Dark Empire of Set to the north. As a low ranking Imperial pilot of House Horus your life is dedicated to the utter annihilation of House Set. You are of the elite, the people of Osiris born for a purpose, to pilot the ancient

## Gremlin



smash the strongholds of all who oppose you. Features real-time action PLUS a Windows interface which makes gameplay more authentic. You begin with war jeeps and build up to an arsenal of hover tanks, tanks, fighter aircraft, heavy infantry, marines, etc. You get to fight over the whole world. **IBM Requires:** 486/66+, Windows 3.1+, CD-ROM, 8mbRAM, SVGA, hard disk. **\$25.00**  
This Means War Hint Book **\$40.00**

**TIE FIGHTER COLLECTOR'S CD-ROM** Lucas  
The *Fighter* is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your *Tie Fighter* to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to recalibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your *Tie Fighter* match the speed of your target. You get to fly a host of Imperial craft - *Tie Fighters*, *Tie Bombers*, *Tie Interceptors*, *Gonbats*, *Tie Advanced* with shields, and *Tie Starfighters*. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. **IBM Requires:** 386/33+, 2mb RAM, CD-ROM, hard disk, VGA, joystick IBM **\$40.00**  
The *Fighter* Hint Book **\$40.00**

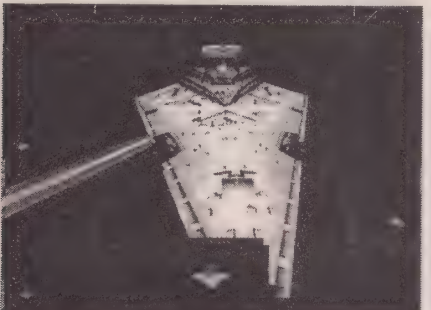
**T-MEK** TW  
The future is here and the future is bad! Enter Nazare's intergalactic T-MEK tournament and fight it out in one of six deadly battle tanks. Defeat your fellow T-MEK warrior, destroy the ultra-powerful bosses, then face Nazare himself in the ultimate challenge. Based on the leading arcade game with new features for this version. Supports two player head to head, 300 gameplay in a detailed 3D environment, over 25 varied combat arenas, and six awesome T-MEKs. **IBM Requires:** 486/100, CD-ROM, 8mbRAM, SVGA, hard disk. **\$50.00**

**Wing Commander Kirlathi Saga** This game includes *Wing Commander I*, *Wing Commander II* and *Wing Commander III*. The game is modified for Windows 95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. That's around 140 missions! **IBM Requires:** Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win 95. **\$50.00**

**X-COM APOCALYPSE** Microprose  
The ultimate strategy combat game. A substantial upgrade from *X-Com*. You command the elite X-Com troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. **IBM Requires:** Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk. **\$80.00**  
*X-Com Apocalypse Official Strategy Guide* **\$30.00**

**X-WING COLLECTOR'S CD-ROM** LUC  
The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional out of duty campaigns have been added. Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you cannot get past unless you have an IQ of 200 with the reflexes of a seven year old. **IBM Requires:** 386/33, 2mbRAM, CD-ROM, hard disk, VGA **\$40.00** MAC **\$60.00**  
X-Wing Collector's Hint Book **\$40.00**

**X-WING vs. TIE FIGHTER** Lucas  
One of the gaming adventures of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot. Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. **IBM Requires:** Win 95, 16mbRAM, 2xpcD-ROM, SVGA. **\$90.00**



**DEATH AT TWELVE O'CLOCK** In one of the better multiplayer missions, you and a small group of X-Wings have to take out a Star Destroyer.

## Fantasy

**AFTERLIFE** LUC  
Like *Sinicity*, except this time you manage two worlds, heaven and hell. You have to keep billions of souls happy by giving them the rewards and punishments they deserve. Includes over 200 artistically rendered rewards and punishments, nearly 300 detailed tiles and buildings, more maps, graphs and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game. Like *Sinicity*, you must keep your souls happy, or they will leave in droves and your city will die. **IBM Requires:** 486/66, CD-ROM, 8mbRAM, SVGA, hard disk. **\$40.00**

**AGE OF WONDERS** EMG  
Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans bided for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattered dark elven empire. Allows custom scenarios and single play campaigns. Twelve maps with 14 units each. Over 50 heroes, 50 magical items, 100 spells. **IBM Requires:** Win 95, Pentium 90, 16mbRAM, SVGA, hard disk. Due Sept. **\$90.00**

**ANVIL OF DAWN** NEW  
You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, and cunning, you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. **IBM Requires:** 486/33, 4mbRAM, VGA, hard disk. **IBM - \$50.00**  
Anvil of Dawn Strategy Guide Hint book for Anvil of Dawn. **\$25.00**

**ATLANTIS** CRYO  
A panoramic 360° first person view on both the horizontal and vertical axes. Travel in time and step into the world of Atlantis, a civilisation rich in wonder and sophistication. Reigning over an island of peace and plenty is Queen Rhea. Her reign is secure - or is it? Find the truth by entering the life of Seth, the young hero of this mystery that unfolds over five continents. With breathtaking scenery and graphics, 50 characters to talk to, a wide range of fantastic technologies to be understood and used. An advanced, sophisticated civilization marked by intrigue. **IBM Requires:** Win 95, CD-ROM, Pentium 90+, 16mbRAM, SVGA, IBM - \$70.00

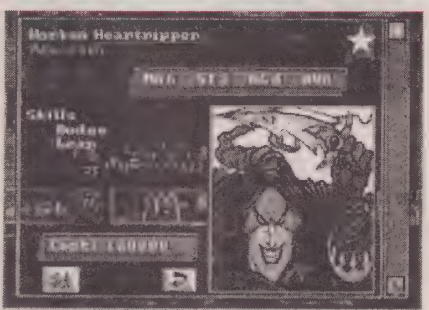
**BETRAYAL IN ANTARA** Sierra  
Welcome to the Antara Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to

corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes close to Antara's magnificent 3D terrain and advanced combat system. Features dozens of different creatures and villages, dozens of characters to interrogate, the unique "flashback" feature to replay discussions at any time; you control a party of four characters, etc. **IBM Requires:** 486/100, 16mbRAM, 4xpcD-ROM, Win 95, SVGA. **\$90.00**



**BLOOD** GTI  
You won't find this game on any computer - it's a Doom-style game focusing on blood - blood everywhere. The dark god who betrayed you sends unlimited minions to stop your trail of revenge, and you spatter their blood everywhere, while they spatter the blood of innocent civies everywhere else. The graphics are extremely gory and really, really off. Also features bleeding walls, you can shoot everything on the screen, trees, walls, there are slanted walls, ceilings, floors, a map editor, secrets, gadgets to find, hideous weapons and armor. **IBM Requires:** Pentium 75, 16mbRAM, VGA, hard disk, 4xpcD-ROM. **\$80.00**

**BLOOD BOWL** MIC  
The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp can, single or two player competition, head to head modern play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nuts on this game. **IBM Requires:** 486+, 4mbRAM, VGA, hard disk, CD-ROM. Now out of print - we managed to grab some more stocks - at special! **\$30.00**



**BLOOD OMEN: Legacy of Kain** Activision  
Revenge. You can almost taste it. You desire vengeance. You lust for blood. You are Kain. Your enemies killed you in the act of treachery. But through the blackest sorcery, you have returned - as a vampire. For sustenance, you must feed on the living. For revenge, you will exact the darkest of fates upon your murderers. An epic roleplaying adventure. With thousands of SVGA screens, 100+ hours of adventure, 170 enemies to fight, 25 minutes of full motion 3D animation. **IBM Requires:** Pentium 100, 16mbRAM, 4xpcD-ROM, SVGA, hard disk. **\$90.00**

**CAMPAIGN CARTOGRAPHER** PRO  
Cwawabang! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc.). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, ever temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The map with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. **IBM Reqs:** hard disk, 3.5" FDD, VGA, mouse, 486+. **\$129.00**

**DUNGEON DESIGNER** An add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$50.00**

**CITY DESIGNER** Add-on for CC. The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. **Requires as above.** **\$67.00**  
**CC-FONTS** A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrillic fonts, Astrological, Modern Mapping and Meteorological symbols. **\$30.00**

**CC-PERSPECTIVES** Campaign Cartographer has gone 3D with a sensational new add-on that adds a whole new dimension to your role playing. Gives you a simple but stunning tool for drawing and printing simulated 3D designs. Map your own 3D landscape, create convincing buildings, make your game playing easier and more realistic with just a few mouse clicks. **\$75.00**  
**CC-PRO** Adds a whole array of super-powered commands to make your

drawings faster and easier than ever before. Using the new icon bar you can zoom anywhere in the drawing. Control windows, select layers, fill styles and line styles even in mid-command. **\$85.00**

**CAVE WARS** AH  
Cave Wars puts you into a subterranean fantasy world of vicious combat and empire building. Each player starts with one city deep below the surface of a hostile planet. Beginning with primitive weapons, a small knowledge of magic and a diminishing supply of metal, you must explore, expand, mine, and conquer to survive. Build better weapons, learn to forge stronger metals, improve your knowledge of magic, and there will be no end to what you can build, summon or unleash upon your enemies. With a semi-top down 3D view like *Warcraft*. Each game has 5 levels of caverns and tunnels, randomly generated, you can customize your base, build catapults, cannons, right up to rocket launchers. With up to 4 human or computer opponents. Looks pretty good, actually. **IBM Requires:** 486/33, 8mbRAM, CD-ROM, SVGA, Microsoft compatible mouse. **\$70.00**

**DAGGERFALL: Elder Scrolls II** Bethesda  
The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and ships, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. **IBM Requires:** 486/66, 2xpcD-ROM, SVGA, 486, 386, hard disk, DOS 6.0+. **\$90.00**  
Daggerfall Unauthorised Strategy Guidebook **\$30.00**

**DIABLO** BLIZ  
This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless hordes of monsters as deadly as Diablo himself. So up against him. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecedented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelled characters from a semi-top down 3D view, real time lightning effects. **IBM Requires:** Pentium 60+, 8mbRAM, SVGA, hard disk, CD-ROM, soundcard, Win 95. **\$90.00**  
Diablo Official Strategy Guidebook **\$30.00**  
**Hellfire** Na-kul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a small army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-kul you go! With 20 new monsters including a lich, undead, skeleton sorcerer, grave digger, bork demon, etc. 30 new magic items, five new spells including a lightning wall and warp; a new character class, the monk. **Ork.** **\$60.00**

**DISCWORLD II** Psynosis  
This is the second Discworld game. What do you mean, you haven't finished the first one yet? Good grief, some people... look, give the prunes to the flimsinger, get the dragon to breath on the mirror, throw the Black Monk to the crocodiles and shoot the dragon with the other dragon. Done that? Good. Now if everyone's caught up... This is the second Discworld game. Death has gone missing. A hero is needed to bring him back. But there's only Rincewind, incompetent wizard and highly trained coward. You won't catch Rincewind running away. He's too fast. Unfortunately, he's all there is that stands between people and the horrible prospect of immortality. No one wants that, do they? This game is a little easier than the last, with lots of new locations and even prettier graphics and sounds. **IBM Requires:** 486/100+, 8mbRAM, CD-ROM, hard disk, SVGA. **\$50.00**

**DRAGON LORE II** Cryo  
A role playing adventure. The Hordes from the Land of Nightmares stand ready to rule. The Dragon Prince has dubbed you a Dragon Knight. But you have a choice, your dragon, and embark on a quest to find him. With over 80 hours of gameplay, dramatic first person view, 20 combat and 10 jousting sequences in real time, 60 characters, 50 game sets, etc. **IBM Requires:** 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. **\$90.00**

**DRAGONSHERE** Microprose  
A classic reprint. This is a role play adventure game. Adventure across a magical, medieval kingdom, which is suffering at the hands of the Sorcerer Sanwe and the terrible havoc wreaked on the land if he is not appeased. The Sorcerer was locked away 20 years ago, but he is breaking free at last, and you are the reigning king who must stop him. **IBM Requires:** CD-ROM, 4mbRAM, 486+. Special - **\$20.00**

**DUNGEON KEEPER** Bullfrog  
This is dungeons and dragons from the dragons' perspective! You are the dragon and your dungeon is dark and foul and slimy, just the way you like it. You've got a fully stocked torture room, a prison for your helpless captives, and a workshop filled with big ugly cranking out cogs for your army of minions. You can use a 3D isometric view or swoop in and possess your minion for a first-person view. Set traps and alarms and be ready for those pesky adventurers and knights to come exploring your realm! Supports multi-player, or you can pit yourself against computer generated hordes. This is a game with a twist that took two years to develop. **IBM Requires:** Win 95 or Dos 6.22, Pentium 90+, 4xpcD-ROM, 16mbRAM, SVGA. **\$90.00**  
Bullfrog's Official Guide to Dungeon Keeper **\$30.00**

**DUNGEON MASTER II** INT  
Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. **IBM Requires:** 386+, 4mbRAM, hard disk, CD-ROM, VGA. **\$30.00**  
Dungeon Master II Official Adventurer's Hint Book

**ECSTASIA II** Psynosis  
Welcome to a world of magic, traps and danger, of graphical glory and fast, fiendish gameplay. Using unique graphics technology, this game places you in a vast gaming world that'll keep you in its spell for a long, long time. With over 1,100 camera views, superbly animated characters and a huge array of magic weapons, you'll experience an action adventure from one of the most creative teams around. Incredible landscapes, mysterious puzzles, and vicious hand-to-hand combat. Gorgeously animated characters and grisly special effects, all the dark, brooding atmosphere of approaching evil. **IBM Requires:** Pentium 60+, 16mbRAM, 2xpcD-ROM, SVGA, hard disk. **\$90.00**  
The Official Strategy Guide to Ecstasia II **\$30.00**

**EXHUMED** BMG  
A Doom-style fantasy adventure game. An archeological expedition to unearth long forgotten treasures revealed a history more dark and depraved than anyone thought possible. An ancient evil force, not of this time, or of this world, has remained buried since the Egyptians walked the Earth. Your weapons include a Magnum, M-60, Flamethrower, Grenades, Cobra Staff which shoots guided missiles - they hit you if there are no other targets! A speed loader for your pistol, magic curbs to replenish your health, four types of keys to collect: Power, Earth, Time, War; various magical items to aid you; you fight against spiders, rats, Anubis, undead guardians, giant piranhas, undead mummies, and Guardians of Bast. **IBM Requires:** 486/33+, 8mbRAM, CD-ROM, Windows 3.1+, hard disk. **IBM - \$70.00** Playstation - **\$80.00**

**FABLE** Telstar  
A cartoon style graphic adventure fully animated, in a fantasy world where treason and treachery have damaged the world and people. As Quickhorne, an inexperienced adventurer, your quest is to explore the Four Lands of Mesabur in search of the mystical gems that will liberate your people. Keep observation, puzzle-solving skills and quick thinking are the abilities required to undertake this exciting and unpredictable quest. Interact with a universe of characters which come to life with true speech. Combined stunning animations and atmospheric sound effects will ensure that Fable will take you on the journey of a lifetime. Just remember that not everything is as it seems. **IBM Requires:** 2xpcD-ROM, 486, 8mbRAM, SVGA, hard disk. **\$90.00**

**FANTASY GENERAL** SSI  
This game looks magnificent. It is a fantasy war game using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, tengu, elementalists; light infantry such as skeletons, orcs, javeliners, rangers; cavalry including lancers, centaur knights, unicorns, cataphracts; sky lancers such as eagle and griffin riders; wyverns, dragons; bombardiers such as Balthous, dragon riders; Zepplins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of other things to gain experience as the commander. Troops are trained, and you control production and training and research. There are 5 ready made campaigns



but you can DYO scenario too. Graphics are great and game play is very challenging. **IBM Requires:** 386/40+, 8mbRAM, VESA SVGA, CDROM, hard disk, mouse. **\$50.00**  
**Fantasy General Hint Book** **\$30.00**

**HEROES OF MIGHT & MAGIC II** **New**  
 Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyranny. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 16 monster types, expanded interactive battlefields and a new map editor. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA, IBM - \$30.00  
**The Official Strategy Guide to Heroes of Might & Magic II** **\$30.00**  
**The Price of Loyalty Expansion Pack** Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. **Requires as above.** **\$50.00**

**HEXEN** **idSoftware**  
 This is *Hexen* for the Playstation. It is a *Doom*-style game set in a fantasy world filled with monsters, magic, and dungeons. **Playstation only.** **\$99.00 IBM - \$30.00**

**HEXEN II** **idSoftware**  
 The much awaited sequel is here at last, this time built upon *Quake's* engine, to give the most realistic, detailed environment ever seen in 3D gaming. The four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark lords and their legions before you can face the Archfiend and attempt to end his ravens onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smooth colored glass windows, collapse structural beams, pulverize trees. **IBM Requires:** Win '95, Pentium 90, SVGA, 16mbRAM, hard disk. **IBM - \$90.00**

**GOLDEN GATE** **PIM**  
 In the league of *Myst*, immerse yourself in the enigma of time. Seek your fortune and peace of mind. New architecture technology allows for non-linear play and free movement through two centuries. Thousands of images capture the magic and of San Francisco. Combine your research and cunning logic to unravel layer upon layer of this wildly intriguing vortex of mystery, magic and fear. This is a first person adventure with full motion video. Travel through ethereal shorelines, the halls and decks of the eerie Balisutha, etc. **IBM Requires:** Win '95, 256CD-ROM, SVGA, 16mbRAM, 486/66. **\$70.00**

**KING'S QUEST COLLECTION II** **Sierra**  
 With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Request, The Dagger of Amun Ra, and the new King's Quest Modeller Grosse Deluxe. **Requires:** 486/25, SVGA, IBM, CD-ROM. **\$75.00**

**KING'S QUEST VII** **SIE**  
 Amazing animation and an incredible soundtrack surround this engrossing story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. **IBM Requires:** 486, CD-ROM, 8mbRAM, hard disk. **IBM - \$50.00**  
**King's Quest VII Hint Book** **\$40.00**

**MAGIC THE GATHERING** **Microprose**  
 The computer game of Magic the Gathering, being designed by Sid Meier and Richard Garfield. The world's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Sorcerous advisors provide ready guidance in rich multimedia style. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. SVGA hi-res graphics showcase nearly 400 pieces of fantasy art from the card decks. Features include 400 cards, including over 100 new cards from the Black Lotus and the 12 new Astral Set. **IBM Requires:** Windows '95, Pentium, SVGA, 8mbRAM, hard disk, IBM - \$80.00  
**MAC - \$90.00**

**Magic the Gathering Spells of the Ancients** Return to an age when the masters of the game duelled with legendary cards such as the Juzam Djinn and Juggernaut. Double the challenge with on-the-spot deck construction in a new deck tournament. Features 143 new cards from the Unlimited Arabian Nights and Antiquities sets. Newer, deadlier AI decks - the computer has 60 new prebuilt decks. **Requires as above.** **Due Nov.** **IBM - \$40.00**

**MEGASIXPAK** **Mega**  
 Six games in one! *Terra Nova* where you take charge of a crack unit of Star Force commandos in 39 science fiction missions; *Fantasy General*, *Actual Soccer* (this ain't fantasy!) *Comanche*, where you fly the RAH-66 helicopter (this ain't fantasy either); *Chaos Overlords* where you try to control a city; and *Magic Carpet 2*. **IBM Requires:** Pentium, CD-ROM, 8mbRAM, SVGA. **\$80.00**

**MEGAPAK 7** **Mega**  
 Contains ten complete games on eleven CDs. The games are: 3D Ultra Pinball 2, Caesar II, Earthworm Jim, Road Rush, Creature Shock, US Navy Fighters, Generators, Missionforce Cyberstorm, A-10 Cub, and Heroes of Might & Magic. **IBM Requires:** 486/66, SVGA, 8mbRAM, Win '95, hard disk. **\$90.00**

**MIGHT & MAGIC TRILOGY** **NEW**  
 The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and Magic trilogy. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra*, *M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen*. **IBM Requires:** CD-ROM, 8mbRAM, hard disk. **\$50.00**  
**Might & Magic Compendium Hint Book** **\$40.00**

**MUMMY: Tomb of the Pharaoh** **Interplay**  
 Something funny's going on at an ancient Egyptian tomb. As an agent for the National Mining Company, you are sent to investigate the miners' suspicions. After an initial investigation, you discover the tomb, the unbelieved spirits, and their evil intruders. Now it's your mission to guard the Pharaoh's tombs, their secret treasures, and your life. Solve over 50 hint-raising puzzles and outsmart the relentless Smart Davenport, played by Malcolm McDowell, 50 minutes of cinematic sequences. **IBM Requires:** Win 3.1+, 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. **\$30.00**

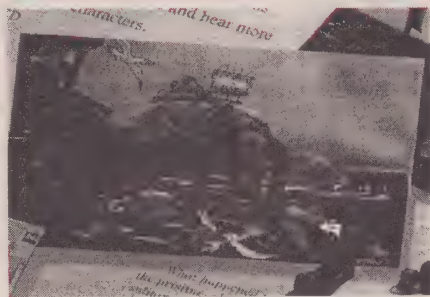
**MYST (+ Strategy Guide)** **BRO**  
 Journey in this game to an island world surrealistically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. **IBM Requires:** 386/33+, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk includes the Hint Book. **IBM - \$80.00**

**Prima's RPG Game Collection Hint Book**  
 This is a fully independent publication that talks about *Anvil of Dawn*, *Beylart at Krondor*, *Dark Sun*, *Diablo*, *Elder Scrolls: Arena*, *Menzoberranzur*, *Ravenloft*, *Stonemancer*, *Ultimate IV*, *Wizard Gold*, and others. **\$30.00**

**QUEST FOR GLORY** **Sierra**  
 Includes all four *Quest For Glory* fantasy adventure computer games in one box. In the first QFG, you massacre monsters, battle brigands, and rescue royalty. In QFG2, far away across a blazing desert, you fight a sinister magician for the fate of two cities, combat poisonous evil with night and magic, in QFG3 disaster looms through compelling scenes of wonder, danger, and excitement to your ultimate battle with unspeakable evil; in QFG4, free the mythical kingdom of Mordavia from the malevolent power of the Dark One. Triumph over wraiths, ghouls, and ghouls. **Requires:** Win 3.1+, 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. **\$80/25, 4mbRAM, CD-ROM, VGA, hard disk, mouse.** **\$50.00**

**REALMS OF THE HAUNTING** **GREM**  
 A *Doom* style action adventure game where you play the role of Adam Randall, who comes to a secluded Cornish village to investigate the untimely death of his father. You come up against more than 20 types of demons, twelve different weapons, and two hours of absorbing video footage containing clues and objectives and you live the fight of light against dark. **IBM Requires:** 486/66, 8mbRAM, hard disk, Win '95, CD-ROM drive. **\$50.00**

**P.Y.S.T.** **Parrot**  
 The best selling CD-ROM game of all time is not this game. It's not the real game. It's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. Island, a place that has become a tourist trap for 4 million PC junkies. Only your attitude and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! **IBM Requires:** 486/33, Win 3.1+, 8mbRAM, 256CD-ROM, SVGA, hard disk, mouse. **\$20.00**



**REDGUARD Elder Scrolls Adventures** **Bethesda**  
 You play Cyro, a Redguard mercenary who returns to the province of Sirov in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures leave you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. **IBM Requires:** Intel Pentium Processor, 16mb RAM, hard disk, SVGA, 456CD-ROM. **Due November.** **\$90.00**

**RIPPER** **GameTek**  
 Jack the Ripper is back. The year is 2040. A vicious serial killer stalks the seedy, cybernetic streets of New York, disemboweling his victims and vanishing without a trace. It is up to you to find him. Features 6 CDs, 3 hours of full motion video, 4 different endings, great music, 1st person perspective, lots of interactive puzzles and combat, a cast of Hollywood actors. **IBM Requires:** 486/50+, CD-ROM, VESA SVGA, hard disk, 8mbRAM, mouse. **IBM - \$30.00**

**SHADOWS OVER RIVA** **Sirtech**  
 Return to the world of Arkania in one of the most anticipated fantasy games ever. Something sinister is happening in the seaside town of Riva. Brave and honored warriors refuse to fight the horde of Orcs attacking the city. An evil force preys on their very minds and souls. Can you stall back of heroes defeat it in time. An entirely original story. Features full 360° exploration of terrain, more than 50 animated monsters to fight, more than 350 weapons, magic items and spells to fight them with; a detailed autopilot, you can create your own characters, etc. **IBM Requires:** 486/33+, 8mbRAM, 256CD-ROM, SVGA, hard disk. **\$90.00**

**SHIVERS II Harvest of Souls** **Sierra**  
 Look fear in the eye with this game that allows smooth 360 degree scanning of panoramic views. Unmask the evil of an ancient curse. You find a note, and it says, "and another corpse, I'm convinced that someone or something is after me. I'll see a movement in the shadows, or feel a breath on my neck. But then it's gone. Whatever it is, it's lurking near - waiting for me...I've uncovered another piece to this mystery, but an reluctant to write it here. Since you're reading this, you've ignored my warnings to leave - but I beg you - get out of Cyclone now! Must go, someone's com'g..." Features surprisingly different endings, and puzzles that change for each game. Deliver the ultimate in replayability. With an original soundtrack of music and track videos, and directionally specific sound, all integral to the mystery and its solution. **IBM Requires:** Win 3.1+, 486/66, 16mbRAM, hard disk, 256CD-ROM, SVGA. **\$90.00**

**THE BEAST WITHIN** **SIE**  
 Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murders through to be the work of werewolves. Gabriel confronts his own demonic side while Grace tracks an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. **IBM:** CD-ROM, 486, 8mbRAM, SVGA, IBM - \$50.00  
**MAC - \$50.00**

**THE TROPHY CASE** **Sirtech**  
 Three games in one, all by Sirtech. The first is Jagged Alliance #1, where you lead a team of tough mercenaries on a variety of missions, each character having a unique personality and often a had attitude; the second is Druid, Daimon of the Mind, a sprawling fantasy epic role play adventure; and Arkania, Star Trail, another epic fantasy adventure. **IBM Requires:** 486/33, 4mbRAM, CD-ROM, SVGA, hard disk. **\$70.00**

**THE TROPHY CASE II** **Sirtech**  
 Three games in one, all by Sirtech. The first is Death Gate, where you explore the dark realms of the Death Gate novels; the second is Companions of Xanth, where two denizens battle for ultimate control; and Shanara, another epic fantasy adventure based on Terry Brooks' books. **IBM Requires:** 486/33, 4mbRAM, CD-ROM, SVGA, hard disk. **\$60.00**

**THUNDERSCAPE** **SSI**  
 SSI's all new world of Aden, a big, hawny and boisterous realm. Driven by megalomaniac, the crude but effective marriage of steam-age technology and powerful sorcery. Aden is a huge world of unbridled imagination and limitless possibilities. The game set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. **IBM Requires:** CD-ROM, 8mbRAM, hard disk, VGA, mouse. **IBM - \$40.00**  
**Thundercape: The Official Strategy Guide** **Players Handbook.** **\$40.00**

**ENTOMORPH** A complete stand alone game, but the 2nd in the Thundercape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turn every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. **IBM Requires:** Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk. **IBM - \$40.00**

**TOMB RAIDER** **EID**  
 Adventurer Lara Croft has been hired to recover the pieces of an ancient artifact known as the Sarcophagus. With her fearless acrobatic-style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and gun-cartridges in her wake. On this trail are the most breath-taking 3D worlds yet seen - where puzzles and platform elements blend in a seamless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. **IBM Requires:** Pentium 60+, 8mbRAM, SVGA, hard disk. **\$50.00**  
**Tomb Raider Game Secrets** 108 page book. It's not easy unraveling the riddles of the ancients! You must unravel vibrant treacherous landscapes, fast-paced puzzles, and battle packs of wolves and other enemies. You need more than fast moves and quick wits. This book is your survival guide! **\$27.00**

**WARCRAFT II Tides of Darkness** **Blizzard**  
 Return to the world of Warcraft, where the battle between the evil orcs and noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new strategies, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, eleven archers, grunts, battlemages, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. **IBM Requires:** SVGA, 486/33+, CD-ROM, 8mbRAM, IBM - \$90.00  
**Playstation \$80.00**  
**Warcraft II Official Secrets & Solutions Official hint book.** **\$30.00**

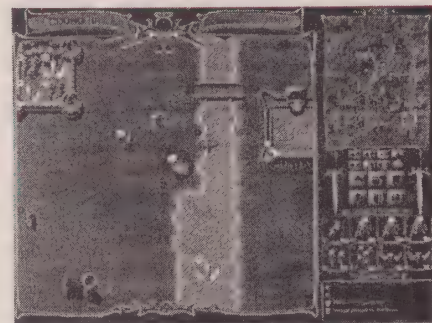
**WARCRAFT II Expansion Set** The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcs. More than 24 new scenarios set within two new story lines (one is human), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. **IBM Requires:** as above. **\$50.00**

**MORE WAR** Over 100 new levels for Warcraft II, making a total of over 400 hours of gameplay with orcs versus humans. **IBM Requires:** as above. **\$45.00**

**WIZONE** Over 50 complete new, custom designed battlegrounds for Warcraft II. Featuring combat on land, sea and air. **IBM Requires:** as above. **\$45.00**  
**WARCRAFT BATTLE CHEST** A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion Set. **\$125.00**  
**WIZONE II Retribution** Over 50 new authored battlegrounds. **\$50.00**

**WARCRAFT Lord of the Clans** **Blizzard**  
 The pivotal next chapter in the epic Warcraft saga. Players return to the land of Azeroth as Thrall, a young vrilie orc robbed of his heritage after being raised in servitude by humans. Destined to reunite the dishonored orcs, he must escape the humans' shackles and return the orcs to dominance. More than 60 stunning locations within seven Azeroth regions. Over 70 animated characters including many familiar faces. **IBM Requires:** Pentium 90, SVGA, 256CD-ROM, hard disk, Win '95 or Dos 6.22, 16mbRAM. **Due Sept.** **\$50.00**

**WARLORDS III** **SSI**  
 The popular epic fantasy game of strategy and conquest is back in an all new third edition. Powerful wizards arise to contend for power and build a new empire. Zombies, elementals, and other unspeakable beings array against heroes, warriors, and mages, humanity's last and best hope. Using sword strategy, fierce fighting skill, powerful talismans and ancient magic, you may conquer all of the other wizards and cities to become the greatest Warlord of all! You command heroes and armies in a semi top-down view, and a unique simultaneous mode shows each army's actions in real-time. Over 80 animated heroes, warriors and creatures. Powerful computer AI. Random map generator. Cast magical spells. And a campaign mode. Good fun playing against the computer or against human opponents. **IBM Requires:** Win '95, Pentium 75, 16mbRAM, 456CD-ROM, SVGA. **\$90.00**



**Warlords III**  
**WARHAMMER Shadow of the Horned Rat** **MIN**  
 Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the necessary army of the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Valley Gun, Mortar, Rack Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Donnmwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. **IBM Requires:** Windows 3.1, 486/66, 8mbRAM, SVGA, IBM - \$50.00  
**PlayStation - \$50.00**

**WARHAMMER FANTASY - DARK OMEN** **SSI**  
 Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhardt leads the necessary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King sits. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human, hot seat or via serial or modem. **IBM Requires:** Win 3.1+, 486/66, 8mbRAM, hard disk, 456CD-ROM, SVGA, 16mbVideoRAM. **Due Oct.** **\$50.00**

**WITCHAVEN II Blood Vengeance** **Intracorp**  
 The great witch, Circe-Arctgo, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you kit up in your armor and weapons, and embark on this DOOM-style game. You can duck, jump and fly. There are arches, sloping floors, cathedral ceilings, dense forests, and murky crypts. New spells and weapons, new enemy. Stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! **IBM Requires:** 486/66, 8mbRAM, VGA, hard disk, CD-ROM. **\$50.00**

**WIZARDRY GOLD** **SIR**  
 A true roleplaying game on computer, where you roleplay DW Bradley's award winning and acclaimed classic epic. Crusaders of the Dark Savant. You lead a group of six characters, chosen from amongst fantasy races and professions, on the world of Lost Guardia, where they will meet several of all the creatures who inhabit the land, as you search for the location of the Astral Dominae. **IBM Requires:** Win 3.1+, 486/33, 8mbRAM, SVGA, CD-ROM, hard disk. **\$50.00**

## Advanced Dungeons & Dragons

**AD&D BALDRUR'S GATE** **Interplay**  
 Set in the Forgotten Realms, Chaos threatens to overwhelm the Sword Coast. The state of Amn is under siege to the south, the High Moor is being overrun in the north, and the region around Baldur's Gate is in turmoil. And someone or something is sabotaging all the iron in the region - it all cracks from just normal wear and tear. So everyone's weapons are breaking and are useless. Is some ancient evil about to take advantage of this situation? **IBM Requires:** Pentium 75, Win '95, 456CD-ROM, hard disk, 8mb RAM, 2mbVideoRAM, SVGA. **Due December.** **\$90.00**

**AD&D BIRTHRIGHT: The Gorgon's Alliance** **SSI**  
 Role playing in the AD&D Birthright. The Gorgon builds his power through bloodthirst - killing the kings of Amn and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Amn to life. 34 interactive characters and multiple variations make for amazing depth of play. Other unique features, resources, allies, and foes, including the Spider King, the Gorgon. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. **IBM Requires:** 486/66, CD-ROM, Win '95, 8mbRAM. **IBM - \$60.00**  
**PlayStation Due Oct. \$90.00**  
**MAC - \$90.00**

**AD&D BLOOD & MAGIC** **Interplay**  
 Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time...the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and-click interface. Armed with ancient artifacts, your troops rally forth to battle goblin hordes, dark wizards, etc. **IBM Requires:** 486/66, 8mbRAM, CD-ROM, IBM - \$50.00  
**MAC \$90.00**  
**AD&D Blood & Magic Official Strategy Guide** **\$30.00**

**AD&D COLLECTORS EDITION** **SSI**  
 SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a mere price. The nine games included with this package are: *Forgotten Realms* *Pool of Radiance*, *Curse of the Azure Bonds*, *Secret of the Silver Blades* and *Pools of Darkness*; *Dragonlance* *Champions of Krynn*, *Death Knights of Krynn*, and *The Dark Queen of Krynn*; and *(Savage Frontier)* *Gates to the Savage Frontier*, and *Treasures of the Savage Frontier*. You can transfer characters from one game to the next within each epic. **IBM Requires:** 2mbRAM, CD-ROM, EGA/VGA, hard disk. **IBM - \$60.00**



# 30 - Computer Games

## AD&D DEATH KEEP

SSI  
AD&D Dungeon delving the way you like it - fast, furious and fun. An evil necromancer has escaped his icy prison and is wreaking havoc upon the surrounding lands. Prepare to fight your way through more than 25 eerie dungeons, each with 8 levels to explore, including icy caverns, 3 ominous towers, and a fantastic final dungeon. Over 30 types of monsters to slay, you can jump the evil even fall. IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, VGA, hard disk. \$50.00

## AD&D DESCENT TO UNDERMOUNTAIN

SSI  
The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rifts in the very fabric of reality lies the ultimate treasure, the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon numbers, uses the Descent game engine, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc; reflecting mirrors, stained glass you can sort of see through, 6 races of characters to choose from, etc. IBM Requires: Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, VGA, Win'95 Duet. \$80.00

## AD&D DRAGON DICE

Interplay  
Oh dear - Dragon Dice as a computer game? In this game there is an epic struggle between Nature and Death where you assemble powerful dice armies, build vast empires and devise strategic planning for world domination. Build, command and customize countless dice armies from four unique animated races of creatures. Includes a real Dragon Dice with a value of \$45.00, the box tells us. Pigs will be flying tomorrow at breakfast time, too. IBM Requires: 486/100, 8mbRAM, CD-ROM, Win'95, hard disk, VGA. \$55.00

## AD&D EYE OF THE BEHOLDER TRILOGY

SSI  
The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB1 you experience the AD&D world like never before. In EOB2 the biggest adventure includes a forest, temple, catacombs and three unique worlds. EOB3 you are transported to the ruins of Myr Drador. IBM, CD-ROM. \$60.00

## AD&D FORGOTTEN REALMS ARCHIVES

SSI  
A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Eye of the Beholder 1, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, & Menzoberranzan. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$90.00

## AD&D MASTERPIECE COLLECTION Bonus

SSI  
Five AD&D titles in one box. Dark Sun Shattered Lands, Dark Sun Waage of the Ravager, Ravenloft Strahd's Possession, Ravenloft Stone Prophet, Forgotten Realms Menzoberranzan and Al-Qadim Genie's Curse. The bonus is that all the hit books for these games are included free on the CD-ROMs. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$60.00

## AD&D ULTIMATE FANTASY

SSI  
Five AD&D titles in one box. They are: Dark Sun: Shattered Lands, Fantasy Empires, Dungeon Hack, Stronhold, and Unlimited Adventures. IBM Requires: 386+, CD-ROM, 2mbRAM, hard disk. \$50.00

# Miscellaneous

## AFL FINALS FEVER

BTM  
Be a coach, pick your own team. Try to win the Premiership Flag... experience the thrill of Australia's greatest game. Learn about every current AFL player. Get speed and accuracy profiles on each of the 676 AFL players. Choose and position players based on strategy. All the stats you need to help you make choices. Play complete Premiership season and win the ladder. You can also control individual players during the game. IBM Requires: 486/66, 8mbRAM, hard disk, VGA, CD-ROM. \$65.00

## ALL-NIGHTER: Anthology 2

Various  
Includes six great titles and six hot demos. The six games are: BlackThorne, the ultimate showdown between good and evil; Battle Chess, 3D strategy; StarCity, 3D conquest; the game of castle warfare; Cyberia and Frankenstein the Monster where you play the monster! IBM Requires: 486/66, 8mbRAM, VGA, CD. Due July. \$60.00

## CALLAHAN'S CROSSSTONE SALOON

Legend  
In the style of Hitchhiker's Guide to the Galaxy. The gods have decided that it's closing time for our universe, so the regulars at Callahan's Crossstone Saloon can either drink up and go home, or do something about it. But Callahan's is no ordinary neighborhood bar. Think of it as a cross between Cheers and the Star Wars cantina. It's the place where every being knows your name, even if you're from another time or universe. With six adventures. IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, mouse, soundcard, VGA, hard disk. \$80.00

## CLUEDO

Hasbro  
They've brought up Monty, so here's Cluedo! The classic game is now a computer game, with full motion video of five actors. This is the mystery of who-did-it. You interview the suspects and question their alibis and check their evidence. Search the rooms looking for clues. Features 12 different murder mysteries, a detective notebook, for 1 - 6 players. IBM Requires: 486/66, 9mbRAM, Win 3.1+. \$70.00

## EA SPORTS: CRICKET '97

EA  
The ultimate cricket game. A true 3D stadium and state of the art motion capture technology have been used to create the most realistic cricket game ever. Features Richie Beaud, new innovative camera angles, ability to create your own team from the ground up, on day games or test matches over the modern, improved player interface, and lots of batting and bowling styles and techniques. IBM Requires: 386/66+, 8mbRAM, CD-ROM, VGA or SVGA, hard disk. \$50.00

## EA SPORTS: CRICKET '97 Ashes Tour Edition

EA  
This edition includes the Australian and English Ashes teams, new commentary from what's in face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. IBM Requires: Pentium 90, 16mbRAM, CD-ROM, VGA, hard disk, Win'95. \$50.00

## CARMAGEDDON

SCI  
This game is sick and demented, got a lot of bad publicity, and hence is also very, very popular. (But you won't find it on your computer!) This is the nastiest driving game in the world. Pit your wit and skills against 25 maniac drivers over 30 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumple, burn, skid and jump in glorious 3D. Also supports multiplayer. (And it's really, really gory.) IBM Requires: Win'95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win. \$70.00

## DESTRUCTION DERBY II

PSY  
With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Can be played two player with a serial link. IBM Requires: VGA, 8mbRAM, 486, CD-ROM. \$50.00

## DIE-HARD TRILAGE

BLIZ  
Three adventures in one! Three times the action! You're at the centre of three totally different, thrill packed adventures, taken from the three Die Hard movies. With over 30 different levels, with a 3D interface. Fight your way to rescue innocent hostages in a skyscraper; arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport; simulated driving adventure as you race through New York City to find hidden bombs. IBM Requires: Pentium 120, 16mbRAM, CD-ROM, Windows 95, VGA. \$50.00

## DOGDAY

Impact  
You are a dog. You have been so all your life. Good luck! Dogday is set in a bleak, oppressive society run by a corrupt totalitarian regime under the rule of the all-powerful Chiefta. Efficient and ruthless security forces support the regime constantly patrolling the streets, arresting anyone who commits even the most trivial offence. People are disappearing everywhere, some imprisoned, others meeting accidents. Your objective is to make contact with cats and provide them with the means to expose the true nature of government activities. Pay attention to what you hear and see in the game, because there will be clues to help you in solving the many true to life puzzles. Unlike some adventure games, this one is always possible to solve, and you can never die, no matter what happens. IBM Requires: 486/66, 8mbRAM, Win'95, SVGA, 4spCD-ROM, hard disk. \$75.00

## EVEN MORE COMBAT GAMES

SOFT  
Contains 15 shareware games including Cyber Dogs, Cyber Wars, Air Duel,

Scorch, Tank Wars, X Fighter, Hypervoid, Iron Blood Demos, etc. IBM Requires: 386/25, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

## FULL THROTTLE

LucasArts  
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. \$40.00

## GAMER PACK

Sierra  
A boxed set with 6 CDs - six complete games. The games are King's Quest V, Leisure Suit Larry V, Coast Quest IV, Shadows of Darkfall, Red Baron and Gabriel Knight. IBM Requires: 386/25, CD-ROM, 4mbRAM. \$55.00

## GRAND PRIX 2

MicroProse  
This is not a racing game. This is you in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cars, all the circuits. The game includes every aspect of the real grand prix experiences: in-depth car set-ups, practice and qualifying sessions, etc. With all 16 1994 world circuits, multiplayer capability, full lap replay, serial link and modem capable. IBM Requires: 486/66, 8megRAM, VGA or SVGA, CD-ROM, hard disk. \$50.00

## HOYLE CASINO

Sierra  
The thrills and excitement of casino gaming are at your fingertips. Step into Hoyle Casino and challenge the house with seven fun, animated characters. Each has a distinct personality, and you control the amount of interaction. Features slot machines, black Jack, Roulette, Craps, Poker 7 Card Stud, etc. IBM Requires: 486/33, 4mbRAM, CD. \$60.00

## HOYLE'S CLASSIC GAMES

SIE  
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The games in this box are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Bagkanun and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. IBM Requires: Windows, 486/33, 8mbRAM, 4spCD-ROM. \$50.00

## Leisure Suit Larry Collection

Sierra  
A collection of five full games, being Leisure Suit Larry in the Land of the Lounge Lizards, Leisure Suit Larry's Passionate Piti, Leisure Suit Larry 5: Passionate Piti Goes to a Little Undercover Work, Leisure Suit Larry Goes Looking for Love in the Several Wrong Places, Leisure Suit Larry 6: Shape Up or Slip Out. IBM Requires: 486+, 2spCD-ROM, 8mbRAM, VGA. \$75.00

## MADDEN NFL '97

EA Sports  
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time fuses with state of the art 32-bit technology. The result: the most authentic NFL experience to date on the PC. Features V-style expert commentary, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. IBM Requires: Pentium, 8megRAM, SVGA, CD-ROM, mouse, hard disk. \$60.00

## MINDSCAPE'S BIG 16

MIN  
Sixteen CD-ROMs each containing one complete game. The game are a great mix, and include Alien Logic, MegaRace, Metal Marines, Commander Blood, Ultimate Domain, Crystal Caliburn Pinball, JetFishing, 11 Tom Landry Strategy Football, Casino Master Multimedia, D/Generation, Pac In Time, Puzzle Power, Savage Warriors, Dragon Lord, Legends, and The Psychotron. IBM Requires: 486/25+, 4mbRAM, hard disk, Dos or Win 3.1+, CD-ROM, mouse, SVGA. \$70.00

## POLICE QUEST COLLECTION

Sierra  
Includes five full games. Police Quest I, II, III, Police Quest: Daryl G. Gates' Open Season and Police Quest: SWAT. IBM Requires: 486/33, 8mbRAM, SVGA, hard disk. \$75.00

## POWER CHESS

Sierra  
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him, so he won't trick you twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents, the Queen takes you through seven famous games, an elegant collection from 2D and 3D chess sets to choose from, and a powerful engine for experts and everyone else. IBM Requires: Pentium, CD-ROM, SVGA, Win'95, hard disk, 12mbRAM. \$70.00

## POWER, CORRUPTION & LIES

MIC  
Four complete games in one box. They are DUNE II (strategy based empire building), BENEATH A STEEL SKY (SF thriller where your character tries to uncover secrets and lies), FLEET DEFENDER (modern flight sim) and UFO (hit like X-Files). IBM Requires: 386, 4mbRAM, VGA, CDROM, 5.0, hard disk. \$50.00

## RAILROAD TYCOON Deluxe

Microprose  
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. IBM Requires: 486+, CD-ROM, 4megRAM. Special - \$35.00

## MONOPOLY

Hasbro  
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-ten animations: watch as tokens skip, race and gallop around the board; play over the internet; pit your wit against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six human opponents can play on one computer. IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95. \$70.00

## NEED FOR SPEED II

EA  
Eight new licensed supercars modelled to exact specs. McLaren F1, Ferrari F50, Lotus GT1, Jaguar XJ220, Ford GT90, Isdera Commendatore 1121, Italdesign Cala and Lotus Esprit V8. With a new 3D engine, faster, tougher, even go off-road. With six new international courses with 50% greater detail. New customization including gear ratios, downforce, brake bias, difficulty level and so on. Also has an arcade mode including power slides, burnouts, bootleg turns. 3D roadside objects react to being hit, reactive AI and more intense traffic. IBM Requires: Win'95, Pentium 90+, 4spCD-ROM, 16mbRAM, hard disk. \$50.00

## NOIR

Mainstream  
Noir takes you back to 1940 Los Angeles in a shadowy detective thriller created entirely in dramatic black and white. A simple point and click interface takes you through six unsolved cases, ranging from wartime espionage to the underground lairs of Chinatown, from the seductive excesses of Hollywood to the smoke filled depths of the nightclub underworld. With six mysterious cases that can be unraveled in any order, an authentic film noir atmosphere created in glorious black and white, 1940s Los Angeles faithfully recreated. Three levels of difficulty with an informant help feature. IBM Requires: Win 3.1+, 2spCD-ROM, 486/66+, 8mbRAM, hard disk, SVGA. \$50.00

## PGA TOUR PRO - GOLF

EA  
EA SPORTS - the world leader in interactive sports gaming and the PGA Tour proudly present the golf game the world has been waiting for. Finally, playing internet golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new game engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. IBM Requires: Win'95, Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA. \$50.00

## POWER GAME PACK I

MAX  
Contains 32 shareware games including Blood 3D, Quake, Doom, KKN2, Tom Raider, MDK, Lord of the Realms 2, Diablo, G-Noise, Earth Siege 2, etc. IBM Requires: 486/100, Win'95, 8mbRAM, hard disk, SVGA, CD-ROM. \$15.00

## POWER GAME PACK III

MAX  
Contains over 40 shareware games including Blacklash, Command & Conquer, Demolition, Diablo, Daggerfall, Duke Nukem 3D, Lords of Doom, Mask, Nascar 2, Quake, Worms, Zone Force One, Steel Panthers II, Swiv 3D. IBM Requires: 486/100, Win'95, 8mbRAM, hard disk, SVGA, CD-ROM. \$15.00

## SAM & MAX HIT THE ROAD

LucasArts  
Yikes, grab your nightstick, squeal like a siren, and hit the road with Sam and

Max. Prevalence Police, as they attempt to crack their toughest case. (Sam is a dog and Max is a rabby thing). This is a cartoon style adventure game. Sam and Max are hot on the trail of a runaway carnival hijack across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless playing mini-games included in the game, such as Walk-A-Rat and CarBomb. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk. \$30.00

## SIMCITY 2000 CD Collection

MAX  
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put your eyes away from it. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the treatment of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$90.00

Simcity 2000 Player's Handbook The hint book for Simcity 2000. \$40.00  
SIZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. \$45.00

## SIM COPTER

MAX  
A complete simulation. As a helicopter pilot you soar through thirty built-in cities in hyper-realistic 3D and perform death-defying missions from medic rescues to aerial firefighting to chasing down speedsters to fighting fires. Complete your helms and receive your rewards, a squalier copter, a tougher mission and more near-death experiences. IBM Requires: Windows '95, Pentium 75+, quad CD-ROM, hard disk, 16mbRAM, SVGA. \$90.00

## SIM GOLF

MAX  
Finally, a golf course designed just for you. That's because it's designed by you using your SimGolf Course Architect. Play your own masterpieces - or let two built-in geniuses by expert designer Robert Trent Jones Jr. And sample another stroke of genius. It's the MouseSwing, a revolutionary interface that feels more like the real thing, and more like your real swing. You can modify or create dozens of golf courses. Scout out your course before you see off world just 3-D course walk-through. Includes three real golf balls. IBM Requires: 486/66, Win'95, hard disk, 12mbRAM, CD-ROM, SVGA. \$90.00

## TRANSPORT TYCOON

MicroProse  
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic turn councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Marrian landscape! IBM Requires: 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk. \$24.00

## THE ESSENTIAL COMBAT COLLECTION

EA  
A collection of 16 shareware combat games, including: Jump Jet, Jet Intruders, Doom, Skunk, Desert Raid, Xenix, Daryl, Heretic, 4D Boxing Demo, Artillery Combat, Blitz, Body Count, Ranger Fox, Starfire, Iron Blood, Rebel Runner, Expect no mercy. IBM Requires: 386+, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

## THE LAST EXPRESS

Broderbund  
A clue in every card. A stranger in every seat. Danger at every destination. It is 1917. The world is on the brink of war, and this train will push it over the edge. You are Robert Cuth, an American urgently summoned by your old friend Tyle Whitely to join him aboard the Paris-Constantinople Express, departing 24 July. Arriving late, you discover something has gone terribly wrong. Now, you must unravel a complex web of political intrigue, suspense, romance and betrayal. With stunning background sets and cartoon style animations. Richly detailed and historically accurate 3D environment. Gripping action sequences. Over 40 hours of game play on 3 CDs. IBM Requires: Win'95 or DOS 6.0, Pentium 60+, 8mbRAM, 4spCD-ROM. \$90.00  
The Last Express Official Strategy Guide \$30.00

## THE LUCAS ARTS ARCHIVES Vol I

LUC  
Four complete games and a screen saver. Indiana Jones and the Fate of Atlantis, where Indiana needs to stop the Nazis getting their hands on the thing that sank Atlantis. Star Wars: Rebel Assault, described in the SF section, Day of the Tentacle, a brilliant comic spoof, and a Star Wars screen saver. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00

## THEME HOSPITAL

Bullfrog  
Design, maintain and manage a hi-tech hospital facility, making the most of limited resources and nursing curers into cash. The Grim Reaper stalks the corridors, the ill have some very odd ailments, and the staff want to play doctors and nurses together. No matter how you look at it, you are in control of a very sick hospital. IBM Requires: 486/66+, Cd-ROM, 8mbRAM. \$90.00

## THE WARGAMES COLLECTION

Soft  
Contains 17 shareware games on one CD. Includes Ground War II, War Ships, Cyber Wars, Admirals Command, Artillery Combat, Battle Isle 2200, Base Conflict, Battleship, Boz, Blind Wars, etc. IBM Requires: 386/25, 8mbRAM, CD-ROM, hard disk, SVGA, Win 3.1+. \$15.00

## TRIPLE PLAY '98

EA  
This is baseball. The EA SPORTS way - definitive technology, stunning realism, intense gameplay and strategy. Triple Play '98 ups the ante with a new real-time rendered 3-D game engine and the first ever two man broadcast booth. With a 3D environment, over 500 starable stats tracked and analyzed, improved baseball AI, over 20 camera views. IBM Requires: Win'95, Pentium 90, 4spCD-ROM, 16mbRAM, hard disk. \$90.00

## ULTIMATE GAMES COLLECTION 2

Combinates six great CD games: Great Naval Battles III, Renegade: Battle for Justice, Star Wars: The Force Unleashed, Duke Nukem 3D, Star Wars: Rebel Assault, and Jannin. IBM Requires: 486, 8mbRAM, SVGA, Win 3.1+, hard disk. \$31.00

## WACKY WHEELS

SOF  
This is the shareware version. Now, although this game is designed for children, it's adults that I've seen playing it. Myself included! I did the driving and accelerating while my wife controlled the hedging outside. You play the part of an animal, such as an elephant, mouse, panda, or my favorite - the shark driving a little Formula One car. There are several race causes, which include oil slicks, obstacles, under water driving (you turn into a cute little submarine with periscope), and you can pick up hedgehogs by driving into them, and then send them at other cars to send 'em off the road. We loved it! IBM Requires: 386, VGA, 2mbRAM, CD-ROM, hard disk. \$10.00

## WARZONE - 19 Titleson 1 CD-ROM

QM  
With 19 shareware games, being Galactic, Scorch Earth, Gallens, Llanitaur, Rotakix, Gladiator, Phyllox, Nuke, Robon, Sea Quest, Under the Gulf, Scud Attack, WW2, Defend, Maxwell Submarine, Cyber, Darwin's Arena, Civil War, Devil's Cross. IBM Requires: 386, CD-ROM, VGA 4megRAM, hard disk. \$15.00

## WORMS UNITED

OCEAN  
This game looks to be like a shoot 'em up version of Lemmings. For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, homing missiles, Shoguns, uzis, landmines, sleepers (which detonate on command), and escape routes including hunger jumps, drills, etc. Includes the add-on with a brilliant 1 player mission based challenge game, outrageous custom levels, zany new audio speech sample sets, IPX Network/Modem support, stacks of incredible new game options, new weapons, etc. IBM: it doesn't say! But as it has a CD, you need CD-ROM. mythe 8mbRAM, SVGA. IBM - \$80.00

## YOUR TURN ROLE PLAYING COLLECTION

Soft  
Contains 15 shareware games including Silmar, Palace of Deceit, Yellowstone Tales, Hunting, Harry, Entombed, Rebel Runner, Wizard 3, etc. IBM Requires: 386/25, Win 3.1, 2mbRAM, hard disk, SVGA, CD-ROM. \$15.00

# Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company that distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.



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134 Cochranes Rd Moorabbin. Vic 3189  
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## NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$28.50 for 3 Planescape novels	<input type="checkbox"/>
\$51.00 for 6 Planescape novels	<input type="checkbox"/>
\$51.00 for 6 Forgotten Realms novels	<input type="checkbox"/>
\$77.00 for 12 Forgotten Realms novels	<input type="checkbox"/>
\$28.50 for 3 Dragonlance novels	<input type="checkbox"/>
\$51.00 for 6 Dragonlance novels	<input type="checkbox"/>

## FUTURE WARS

At last we've found another magazine totally devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Inner Sphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

\$8.00 for 1 issue	<input type="checkbox"/>
\$43.00 for 6 issues	<input type="checkbox"/>
\$77.00 for 12 issues	<input type="checkbox"/>

## NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

## BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$23.00 for 3 novels	<input type="checkbox"/>
\$43.00 for 6 novels	<input type="checkbox"/>

## COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$25.00 for 1 issue	<input type="checkbox"/>
\$118.00 for 6 issues	<input type="checkbox"/>
\$212.00 for 12 issues	<input type="checkbox"/>

## NEW CYBERPUNK ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Cyberpunk products as soon as they are released. We will charge your credit card

for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

## DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$8.00 for 1 issue	<input type="checkbox"/>
\$49.00 for 6 issues	<input type="checkbox"/>
\$85.00 for 12 issues	<input type="checkbox"/>

## DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D & D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$8.00 for 1 issue	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>
\$64.00 for 12 issues	<input type="checkbox"/>

## GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$10.00 for 1 issue	<input type="checkbox"/>
\$50.00 for 6 issues	<input type="checkbox"/>
\$80.00 for 12 issues	<input type="checkbox"/>

## NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

## MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

\$11.00 for 1 issue	<input type="checkbox"/>
\$63.00 for 6 issues	<input type="checkbox"/>
\$118.00 for 12 issues	<input type="checkbox"/>

## PROTOCOLCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! Protocolculture Addicts is brought out bimonthly. It is produced by Janus Publications, the people who have given us Heavy Gear Fighter. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$9.00 for 1 issue	<input type="checkbox"/>
\$45.00 for 6 issues	<input type="checkbox"/>
\$81.00 for 12 issues	<input type="checkbox"/>

## NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

## SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$8.00 for 1 issue	<input type="checkbox"/>
\$37.00 for 6 issues	<input type="checkbox"/>
\$66.00 for 12 issues	<input type="checkbox"/>

## STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

\$20.00 for 1 issue	<input type="checkbox"/>
\$55.00 for 3 issues	<input type="checkbox"/>
\$105.00 for 6 issues	<input type="checkbox"/>

## NEW STAR WARS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

## PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampshire: The Masked Ace Raid, and coming is Werewolf: Ah, Pork Lips, Gee, which games are they ripping off?

\$8.00 for 1 issue	<input type="checkbox"/>
\$23.00 for 3 issues	<input type="checkbox"/>
\$45.00 for 6 issues	<input type="checkbox"/>
\$81.00 for 12 issues	<input type="checkbox"/>

## STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an in-depth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

\$25.00 for 1 issue	<input type="checkbox"/>
\$70.00 for 3 issues	<input type="checkbox"/>
\$118.00 for 6 issues	<input type="checkbox"/>
\$212.00 for 12 issues	<input type="checkbox"/>

## THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game arena. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$9.00 for 1 issue	<input type="checkbox"/>
\$16.00 for 2 issues	<input type="checkbox"/>
\$30.00 for 4 issues	<input type="checkbox"/>
\$48.00 for 8 issues	<input type="checkbox"/>

## Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

## NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items	<input type="checkbox"/>
Credit Card for 12 items	<input type="checkbox"/> 10% disc

## NEW WEREWOLF ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Werewolf titles (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

## NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items	<input type="checkbox"/>
Credit Card for 6 items	<input type="checkbox"/> 10% disc

## WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue	<input type="checkbox"/>
\$24.00 for 3 issues	<input type="checkbox"/>
\$40.00 for 6 issues	<input type="checkbox"/>
\$80.00 for 12 issues	<input type="checkbox"/>

## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.



# CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

## Trading Card Games

### WIZ BATTLETECH TRADING CARD GAME

One Starter Deck 60 cards, rules	\$8.50	Normally \$16.00
One Booster Pack 15 cards	\$2.50	Normally \$5.00
One Counterstrike Booster	\$2.75	Normally \$5.00
Starter Display 600 cards	\$77.00	Normally \$160.00
Booster Display 540 cards	\$77.00	Normally \$160.00
Counterstrike Booster 540 cards	\$85.00	Normally \$180.00
Any three displays	\$215.00	Normally \$540.00

Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31<sup>st</sup> century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards; mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

Counterstrike brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes.



## Wargames

### 3W Classic Strategy & Tactics Game Magazines

<b>Crazy Special \$30.00</b>	Normally \$80.00
We've got six more mint-condition Strategy & Tactics magazines, containing a complete game in each issue, as well as games reviews, historical articles, etc. The titles are:	
<b>S&amp;T 100 Superpowers at War</b>	<b>Crazy \$6.00</b> Normally \$16.00
One of the most popular issues ever. Presents two hypothetical regimental level campaign scenarios set in West Germany between NATO and the Warsaw Pact countries in 1980s.	
<b>S&amp;T 112 Patton Goes to War</b>	<b>Crazy \$6.00</b> Normally \$16.00
Operational level simulation of the WWII American offensive in southern Tunisia, led by General Patton, in March 1943. Axis units included Germans, Italians and Vichy French.	
<b>S&amp;T 113 Napoleon vs Charles</b>	<b>Crazy \$4.00</b> Normally \$16.00
Simulates the battle of Austerlitz which took place on April 20 <sup>th</sup> , 1809, between Napoleon commanding the French, and the Archduke Charles commanding the Austrians.	
<b>S&amp;T 114 Napoleon at Eckmühl</b>	<b>Crazy \$6.00</b> Normally \$16.00
Simulates the battle of Eckmühl which took place on April 21 <sup>st</sup> , 1809, between Napoleon and Archduke Charles, following on from the battle of Austerlitz.	
<b>S&amp;T 115 Kanev (WWII)</b>	<b>Crazy \$5.00</b> Normally \$16.00
In September 1943, the largest Soviet parachute landing of WWII was conducted in a combined river crossing-airborne drop engagement that occurred near Kanev on the Russian front.	
<b>S&amp;T 116 The Taiping Rebellion</b>	<b>Crazy \$5.00</b> Normally \$16.00
Manchu, the Taiping Rebellion simulates this rebellion which took place in China between 1850 and 1868, where the Taiping player is trying to overthrow the Manchu dynasty, while the Manchu player tries to fight initial disinterest and a corrupt, inefficient and uncoordinated army to quell the uprising.	

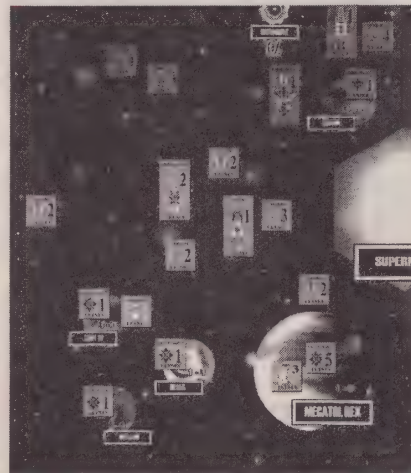
### FFG Twilight Imperium

<b>Crazy Special \$50.00</b>	Normally \$80.00
As soon as I heard of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable boardgame of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid	

fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended.

### FFG Borderlands Twilight Imp Expansion \*\*/#

<b>Crazy Special \$20.00</b>	Normally \$31.00
Adds two new races to <i>Twilight Imperium</i> . The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards.	



Twilight Imperium playing tiles and counters.

### AH Hannibal: Rome vs Carthage \*\*/#

<b>Crazy Special \$50.00</b>	Normally \$80.00
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. 2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc.	

### AH Age of Renaissance \*\*/#

<b>Crazy Special \$70.00</b>	Normally \$110.00
Civilization in the Middle Ages. Picks up where Civilization ends, in the 8 <sup>th</sup> Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheet, score pads, 64 history cards, etc.	

### AH Diplomacy \*\*/#

<b>Crazy Special \$40.00</b>	Normally \$65.00
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc.	

→ All three AH games for \$150.00

### FAS BattleTech Mech Record Sheets

<b>Crazy Special \$54.00</b>	Normally \$87.00
There are three mech and vehicle record sheet books available for BattleTech, which are crucial for game play. We are offering all three together, or individually as follows:	
3025/26 Record Sheets	<b>Crazy \$19.00</b> Normally \$29.00
3050 Record Sheets	<b>Crazy \$19.00</b> Normally \$29.00
3055/58 Record Sheets	<b>Crazy \$19.00</b> Normally \$29.00

## Role Playing Games

### PAL RIFTS World Book Special

<b>Crazy Special \$60.00</b>	Normally \$91.00
Three sourcebooks from rifts, which are also available as follows:	
Rifts Juicer Uprising	<b>Crazy \$21.00</b> Normally \$30.00
Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information,	

great new art, 160 pp.

### Rifts Coalition War

**Crazy \$24.00** Normally \$34.00  
The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army.

### Rifts Lonestar

**Crazy \$19.00** Normally \$27.00  
A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xiticeix Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xiticeixes. 176 pages.

### PHA Amber Roleplaying Game Special

<b>Crazy Special \$39.00</b>	Normally \$75.00
Both the Amber roleplaying game and sourcebook, making a complete roleplaying world available to you. Also as follows:	
<b>Amber Diceless RPG</b>	<b>Crazy \$22.00</b> Normally \$36.00
A complete role playing system, with 3 complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where Logrus tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples.	
<b>Shadow Knight</b>	<b>Crazy \$20.00</b> Normally \$37.00
A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhay the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragoliths, the Undershadow, etc.	

### WES Shatterzone Roleplaying System

<b>Crazy Special \$26.00</b>	Normally \$103.00
Shatterzone, by West End, is actually quite a good game, with a good solid sci-fi setting in plenty of detail. This special includes the boxed roleplaying game plus the two most crucial sourcebooks. Also individually, as follows:	
<b>Shatterzone Boxed Game</b>	<b>Crazy \$14.00</b> Normally \$50.00
Mankind has spread to the stars, where the consortium of worlds is ruled by Fleet's iron fist. But on the edge of the galaxy lies the Shatterzone, a mysterious belt of raging cosmic energies that contains riches and perils beyond belief. On the other of the Shatterzone lies the greatest threat man has ever faced - the Armagons. Boxed set includes the Universe Guide, the Players Guide, the Rule Book, and two decks of cards.	
<b>Universe Guide</b>	<b>Crazy \$7.50</b> Normally \$25.00
Yes, this is in the boxed game, but so that you can give a copy to your friend, we are also offering it separately. This book lets you explore the Shatterzone universe, examining the Armagons, Fleet, fringers, shatrats, worlds, equipment, alien species, megacorp, and a campaign setting. 96 pages.	
<b>Hardware/Software</b>	<b>Crazy \$8.00</b> Normally \$28.00
Shatterzone is a very, very dangerous universe, so you need all the help you can get. This book provides bioaware, cyberware, robots, skillsofts, all the info on the net, etc. 128 pages.	

### TSR The Complete AD&D Starter Set

<b>Crazy Special \$25.00</b>	Normally \$45.00
The perfect introduction to AD&D, a game of epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, dungeon map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures.	

### TSR AD&D Collector's Editions

<b>Crazy Special \$50.00</b>	Originally \$110.00
We've been able to dig up some many-years-out-of-print AD&D titles from the US. So here they are! Stocks could be limited, so get in quick! Also individually, as follows:	
<b>Greyhawk Adventures</b>	<b>Crazy \$15.00</b> Originally \$30.00
The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable.	
<b>Greyhawk Monstrous Comp.</b>	<b>Crazy \$9.00</b> Originally \$20.00
The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasts found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition.	
<b>Dungeons Survival Guide</b>	<b>Crazy \$15.00</b> Originally \$30.00
Subterranean adventures will never be the same - this hardcover sourcebook offers new rules, equipment, proficiencies, mapping techniques, mining skills, etc. 128 pages.	
<b>Wilderness Survival Guide</b>	<b>Crazy \$15.00</b> Originally \$30.00
A ton of information on outdoor adventures, includes catalog, first aid, magic, natural hazards, fatigue, movement, food, clothing, etc. Hardcover sourcebook. 128 pages.	

### TSR AD&D Dragonlance Special

<b>Crazy Special \$28.00</b>	Normally \$49.50
The Dragonlance 5 <sup>th</sup> Age boxed set plus the current most popular Dragonlance novel. Also individually, as follows:	
<b>Dragonlance 5<sup>th</sup> Age Game</b>	<b>Crazy \$25.00</b> Normally \$40.00
Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map.	
<b>Second Generation Novel</b>	<b>Crazy \$6.00</b> Normally \$9.50
Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories.	



## TSR AD&D Miscellaneous Special

**Crazy Special \$71.00 Normally \$120.00**  
A selection of three different AD&D titles, also individually, as follows:  
**Rod of Seven Parts** Crazy \$30.00 Normally \$48.00  
The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps.  
**Wizard's Spell Compendium I** Crazy \$25.00 Normally \$40.00  
Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials.  
**1996 Monstrous Annual** Crazy \$20.00 Normally \$32.00  
Compiles a year's worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures.

## AG Ars Magica RPG Special

**Crazy Special \$44.00 Normally \$70.00**  
Ars Magica is now in its Fourth Edition, and is quite a popular system. This special gives you the game plus the most crucial add-on, also individually, as follows:  
**Ars Magica 4<sup>th</sup> Ed RPG** Crazy \$32.00 Normally \$48.00  
The new edition of Ars Magica. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13<sup>th</sup> century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folklore and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes.  
**Hedge Magic** Crazy \$15.00 Normally \$22.50  
Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world.

## WW Vampire Dark Ages Special

**Crazy Special \$58.00 Normally \$93.00**  
The classical world of vampires - the Dark Ages. This special includes all you need to play the game for hours on end. Also individually, as follows:  
**Vampire the Dark Ages RPG** Crazy \$30.00 Normally \$45.00  
A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord.  
**Book of Storytellers Secrets** Crazy \$16.00 Normally \$24.00  
Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land.  
**Constantinople by Night** Crazy \$16.00 Normally \$24.00  
Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion.

## WW A World of Darkness Special

**Crazy Special \$50.00 Normally \$82.00**  
For mature players only, the adults-only White Wolf World of Darkness, which is to be used in conjunction with their other games. Also individually, as follows:  
**A World of Darkness 2<sup>nd</sup> Ed** Crazy \$19.00 Normally \$29.00  
Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA.  
**Mummy 2<sup>nd</sup> Ed** Crazy \$19.00 Normally \$29.00  
From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine.  
**Gypsies** Crazy \$16.00 Normally \$24.00  
The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out.

## Novels

### TSR Siege of Darkness Hardback

**Crazy Special \$12.00 Normally \$24.00**  
In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions.

### FAS Nineteen! BattleTech Novels

**Crazy Special \$85.00 Normally \$155.00**  
BattleTech novels are among our best selling lines, and we had this wonderful idea of offering the nineteen titles for a crazy, cheap price! I own every one of these novels myself. The titles and their individual prices are as follows:  
*Natural Selection, Decision at Thunder Rift, Ideal War, Main Event, Blood of Heroes, Assumption of Risk, The Far Country, Dead Right There, Close Quarters, I Am Jade Falcon, Highlander Gambit, Tactics of Duty, Star Lord, Malicious Intent, Wolves on the Border, Hearts of Chaos, Heir to the Dragon, Operation Excubitor* \$5.00 each  
*Bred for War* \$8.00

## Miniatures & Rules

### Museum 15mm Roman Gladiators

**Crazy Special \$5.00 Normally \$6.60**  
Twelve different 15mm Roman Gladiators, made by Museum Miniatures. Perfect for making Sparticus' slave army for DBM.



Museum Gladiators

### Museum 15mm DBM Armies Special

We have negotiated a great deal with Eureka Miniatures to offer some of the more popular DBM 15mm armies on special. You'll never see prices like these again! All armies are 350 points. Available individually as follows:  
**Spartan Hoplite Army** 198 figures Crazy \$89 Retail \$119  
**Ga'lic 100 BC Army** 235 figures Crazy \$129 Retail \$172  
**Alexander the Great** 195 figures Crazy \$101 Retail \$135  
**Early Imperial Roman** 175 figures Crazy \$88 Retail \$118  
**Mongol Conquest** 100 figures Crazy \$82 Retail \$110  
**Later Crusader** 136 figures Crazy \$81 Retail \$108  
**100 Years War English** 145 figs Crazy \$68 Retail \$91  
**100 Years War French** 134 figures Crazy \$86 Retail \$114

### GZG Full Thrust BattleShips Special

**Crazy Special \$45.00 Normally \$62.00**  
This is a fantastic special for Full Thrust. You receive one Battlecruiser, one Battleship, one BattleDreadnought and one SuperDreadnought. You may choose any one of the following races:  
**NAC BattleShip Fleet** (4 ships) \$45.00  
**ESU BattleShip Fleet** (4 ships) \$45.00  
**Kra'vak BattleShip Fleet** (4 ships) \$45.00  
**NSL BattleShip Fleet** (4 ships) \$45.00  
**FSE BattleShip Fleet** (4 ships) \$45.00  
**Sa'Vasku BattleShip Fleet** (4 ships) \$45.00  
(Sa'Vasku includes two BattleShips and two Dreadnoughts)

### GZG New Swabian League 6mm Infantry

This is a great deal on highly detailed 6mm science fiction infantry figures, of four different actions. Designed for use with *Dirtside II*, you can also use them for any other sci-fi 1/300<sup>th</sup> scale game:  
**NSL 6mm Infantry** 6 figures \$1.50  
**NSL 6mm Infantry** 24 figures \$5.50  
**NSL 6mm Infantry** 60 figures \$13.00



Actual Size

### Eureka Sci-Fi Women Special

**Crazy Special \$24.00 Normally \$40.00**  
Eight different exaggerated 25mm (more like 35mm) figures of female science fiction fighters, based on a popular set of sci-fi miniatures rules. All have those big characteristic shoulder pads. Also available individually as follows:  
**Woman Firing Sniper Rifle** \$3.50  
**Woman Firing Assault Rifle** \$3.50  
**Woman Firing Flamethrower** \$3.50  
**Woman Plasma Cannon with anti-grav assistance** \$3.50  
**Woman Commander with Sword & Gun** \$3.50  
**Woman Advancing with Assault Rifle** \$3.50  
**Woman Firing Assault Rifle from Hip** \$3.50  
**Woman Firing Pistol** \$3.50



Sci-Fi Women (actual size about 35mm tall)

### Citadel 40K Space Marine Boxed Special

**Crazy Special \$119.00 Normally \$186.00**  
Three of the most popular 40K Space Marine boxed sets: the Bike Squadron with 3 Space Marines on Bikes, the Terminator Squad with 5 metal Terminators, and the impressive Dreadnought. Available singly as follows:  
**CIT0463 Bike Squadron** Crazy \$40.00 Normally \$60  
**CIT0441 Terminators** (5) Crazy \$43.00 Normally \$63  
**CIT0442 Dreadnought** Crazy \$43.00 Normally \$63

### Citadel 40K Space Marine Blisters

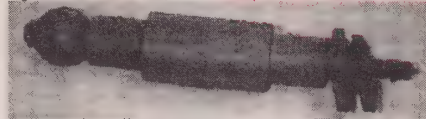
**Crazy Special \$19.00 Normally \$30.00**  
This special comprises one pack each of two crucial Space Marine blister packs. Each pack has one figure. Also available individually, as follows:  
**CIT70098 Marine Devastator** Crazy \$6.50 Normally \$10  
**CIT724208 Ogryn** Crazy \$13.50 Normally \$20

### Citadel 40K Ultramarine Army

**Crazy Special \$195.00 Normally \$285.00**  
For this special we will send you the complete 2,000 point 40K Space Marine Ultramarine Army! The army includes: Ultramarine Captain, Chaplain, Librarian, Apothecary, Assault Squad with Jumpacks (10), Tactical Squad (10), Devastator Squad (10), Terminator Squad (5), Ultramarine Force List and Transfers! Stocks are limited.

### GZG Space Station and Fighters Special

**Crazy Special \$82.00 Normally \$98.00**  
This special includes a resin space station that is 30cm long, which looks very similar to another famous space station, and 72 small fighters, being 24 each of three types, also which look very similar to three other famous fighters. Also available individually as follows:  
**Space Station** Crazy \$46.00 Normal \$50.00  
**Fighter with 4 wings** (24) Crazy \$13.00 Normal \$16.00  
**Fighter (crescent shaped)** (24) Crazy \$13.00 Normal \$16.00  
**Fighter (rhomboid)** (24) Crazy \$13.00 Normal \$16.00



The Space Station (about 30cm long)



The fighters - true size.

### RAF Angels of Light Special

**Crazy Special \$32.00 Normally \$51.00**  
This is a fantastic special containing six packs of different 25mm angels, by RAFM. Also individually as follows:  
**RAF3300 Angel of Victory** Crazy \$6.00 Normally \$8.50  
**RAF3301 Angel of Judgement** Crazy \$6.00 Normally \$8.50  
**RAF3302 Angel of Law** Crazy \$6.00 Normally \$8.50  
**RAF3303 Angel of Grace** Crazy \$6.00 Normally \$8.50  
**RAF3304 Archangel of Light** Crazy \$6.00 Normally \$8.50  
**RAF3305 Avenging Archangel** Crazy \$6.00 Normally \$8.50



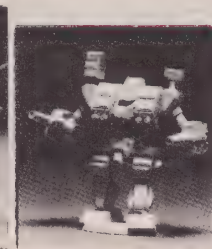
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### RAF Angels of Darkness Special

**Crazy Special \$32.00 Normally \$51.00**  
This is a fantastic special containing six packs of different 25mm angels, by RAFM. Also individually as follows:  
**RAF3312 Fallen Angel** Crazy \$6.00 Normally \$8.50  
**RAF3313 Cabalistic Angel** Crazy \$6.00 Normally \$8.50  
**RAF3314 Angel of Tartarus** Crazy \$6.00 Normally \$8.50  
**RAF3315 Heretic Angel** Crazy \$6.00 Normally \$8.50  
**RAF3316 Angel of Midian** Crazy \$6.00 Normally \$8.50  
**RAF3317 Angel of Styx** Crazy \$6.00 Normally \$8.50

### RAL BattleTech Dropped Clan Mechs

**Crazy Special \$32.00 Normally \$51.00**  
FASA have dropped the mechs that they used under license from Robotech, and that includes the Clan versions of those mechs. But before the miniatures disappear completely, we managed to snatch up good stocks. Also individually as follows:  
**RAL20626 Phoenix Hawk IIC** Crazy \$7.00 Normally \$12.00  
**RAL20645 Marauder IIC** Crazy \$7.50 Normally \$13.50  
**RAL20658 Shadowhawk IIC** Crazy \$6.00 Normally \$10.00  
**RAL20791 Rifleman IIC** Crazy \$6.50 Normally \$10.50  
**RAL20796 Warhammer IIC** Crazy \$7.00 Normally \$12.00



## Computer Games

### Special Offer

Order all eleven computer games below and pay \$285.00



## Activision Mechwarrior II

**Crazy Special \$30.00** Originally \$90.00  
One of the most stunning games I have encountered. The opening cinematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan units or second line mechs. You can make custom pods with your own weapon choices for any unit. You can fight full of tactical, practice as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. IBM Requires: 486/66 minimum, 500K RAM, CD-ROM, 450MB hard disk space minimum, VESA SVGA, DOS 5.0 OR Windows 3.1, Microsoft compatible mouse, Includes NetMech.

## idSoftware Quake

**Crazy Special \$30.00** Originally \$90.00  
The next game from the people who brought us DOOM. And this is a fantastic improvement - and very popular. It's not in the future, and scientists develop a Slingshot Device. But an alien terrorist instigates a war via Slingshots before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slingshots - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barreled shotguns, nailguns, flamethrowers, grenade launchers, rocket launchers, and the Thunderbolt. IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.

## Int The War College

**Crazy Special \$25.00** Originally \$60.00  
Universal Military Simulator No. 3. The most sophisticated and most successful military battle simulator, brought to you by the award winning authors of The Universal Military Simulator 1 and II, this 3rd Ed presents solid models, 3D battlefields, units, and unit frontages. There are hundreds of pages of on-line interactive historical and biographical documentation. The game comes with four battles: Pharsalus with Caesar leading the legions of Rome; Austerlitz with Napoleon; Antietam with Lee; and the World War One battle of Tannenberg. You can change any of the dozens of variables that the computer uses to resolve combat. IBM Requires: 486/33, CD-ROM, SVGA, hard disk, 8megRAM.

## West Dune I & Dune II

**Crazy Special \$30.00** Worth \$120.00  
Two complete games. Dune I is an adventure roleplaying game with breathtaking graphics and atmospheric sound based on the famous novels, including 10 minutes of film from the movie. You are Paul Atreides and have to guide him to victory over the Fremen. Dune II is the game that kicked off the Command & Conquer craze. It is a real time battle for Atreides where you must manage your resources perfectly to overcome your rivals. IBM Requires: 386/33, CD-ROM, VGA.

## Virgin Ascendancy

**Crazy Special \$30.00** Originally \$90.00  
Explore the unknown galaxy as you search for a new home for your people. Choose your species, decide your own strategy. Explore out new worlds and begin new colonies. Using research and resources, you'll design incredible ships, fast chaotic voyages, and do battle in alien star systems. IBM Requires: 486/33, CD-ROM, SVGA, 8megRAM.

## Cap Witchaven

**Crazy Special \$19.00** Originally \$70.00  
A medieval fantasy D&D style game that lets you duck, jump and fly! You alone must face evil as you journey deep within the volcanic pit of the Island of Char, toward the mystical lair of Witchaven. Confront witches, make use of magic, might and mind as you engage vile demons and monsters. Use a variety of medieval weapons. With excellent 3D graphics of swirling fairs, cracking floors, molten lava, arrows, potions to drink, tunnels, crypts, puzzles, traps, and secret chambers. IBM Requires: 486/33, CD-ROM, SVGA, 8megRAM, VGA.

## Main Darkseed II

**Crazy Special \$30.00** Originally \$90.00  
Featuring the musical artwork of HR Giger, creator of the creatures in Alien and Species. You play Mike Dawson, who is accused of killing his high school sweetheart. He tries to clear his name by digging up his neighbours' secrets, and finds an entrance to the Dark World, full of Gigeresque artwork and horror. Can you stop the Ancients in their bid to control the Earth? IBM Requires: 486/33, DOS or Win, 500K RAM, hard disk, SVGA, CD-ROM.

## Bullfrog Syndicate Wars

**Crazy Special \$30.00** Originally \$80.00  
The sequel to the 1993 Syndicate game. The Church of the New Epoch, lead by The Nine, is rising as a formidable force opposing the Syndicate system. Gradually you begin to piece together The Nine's sinister plans. It will require all your skills in strategy and assassination to take and retain your control of the situation, no matter which side you are on. Alien artifacts being discovered makes everything much more complicated. Everything you see on the screen can be destroyed, there are over 15 new weapons including nuclear grenades and time travel weapons; 3D rotating maps during gameplay; over 60 missions in more than 30 cities; you can play for the Syndicate or the Church. IBM Requires: 486/66, 500K RAM, hard disk, SVGA, CD-ROM.

## Interplay Castles II Siege & Conquest

**Crazy Special \$30.00** Originally \$70.00  
A complete medieval experience. Immerse yourself in all of the glory and honor of being medieval baron struggling for the French throne. Forge diplomatic alliances with neighboring power hungry barons while you use your administrative skills to build and empire of trade and wealth. And failing diplomacy you have well trained armies and mighty castles. Has over 40 intricate subplots to test your kingly decisions. Looks great! IBM Requires: 386SX/33, 400K RAM, hard disk, CD-ROM.

## Interplay Mummy: Tomb of the Pharaohs

**Crazy Special \$30.00** Originally \$90.00  
Something funny's going on at an ancient Egyptian tomb. As an agent for the National Mission Company, you are sent to investigate the miners' suspicions. After an initial investigation, you discover the tomb, the indelible spirits, and their evil intruders. Now it's your mission to guard the Pharaoh's tombs, their secret treasures, and your life. Solve over 50 hair-raising puzzles and outsmart the relentless Stuart Davenport, played by Malcolm McDowell. 50 minutes of cinematic sequences. IBM Requires: Win 3.1+, 486/33, 500K RAM, hard disk, SVGA, CD-ROM.

## Interplay Conquest of the New World

**Crazy Special \$30.00** Originally \$80.00  
This is the best game I have seen for the discovery and colonisation of America. A single or multiplayer game where you are in control of explorers, settlers and mercenary soldiers, to build new colonies and protect them. As you search for new rivers and mountains, you'll come across other explorers encounter friendly and hostile tribes of Indians. Only through a perfect balance of diplomacy, exploration, trade and warfare can you build the ultimate nation, declare independence, and experience the true power of conquest. Stunning graphics, and includes a tactical campaign like a miniature's game, resolve battles. IBM Requires: 486/66, 500K RAM, SVGA, CD-ROM, Hard disk.

## Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

AVA1984	Class Struggle Avalon Hill boardgame	\$10.00
FAS1640	The BattleTech Compendium	\$3.00
GAMWD	3 assorted White Dwarf magazines	\$10.00
GDW314	The Regency Sourcebook (Traveller)	\$7.00
GRNKR1	Kryomex Miniatures Rules	\$13.00
GRNKR2	Kryomex Military Analysis	\$10.00
GRNKR1	5 packs of Kryomex Nexus Infantry	\$20.00

GRNKR2	5 packs of Kryomex Aliens	\$20.00
GRNKR3	5 packs of Kryomex Cyclos - convict infantry	\$20.00
GRNKR4	3 packs of Kryomex Talos Cyborgs	\$12.00
STE1400	Car Wars Classic Boxed Game	\$5.00
TSR2409	The Amber Enchantress Dark Sun novel	\$2.50
TSR2627	Pages of Pain Planescape Hardcover novel	\$10.00
TSR9245	Dragonstone DLE3 Dragon Keep	\$3.00
TSR9355	Ravenloft Van Richten's Guide to Ghosts	\$6.00
TSR9456	Ravenloft Hour of the Knife adventure	\$4.00
TSR9526	Ravenloft Death Ascendant	\$3.00
USPXBO	X-Files Premiere Edition 15-card Booster pack (Or \$50.00 the whole display)	\$1.50
WIZDA	4 assorted The Duelist magazines	\$10.00
WWW747	Blood & Iron Franco-Prussian wargame	\$10.00

# OSPREY HISTORICAL REFERENCE BOOKS

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**CAMP7 ALEXANDER 334-323 BC** A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and battles. \$27.95  
**MAA109 ANCIENT ARMIES OF THE MIDDLE EAST** Includes Ancient Sumerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. \$20.00  
**WAR5 ANGLO-SAXON THEGN** The Saxons slowly conquered much of Britain from the Celts and picts, slowly replacing the Romano-British society with their own. The Saxon warriors, the thegn, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. \$24.95  
**MAA121 ARMIES OF THE CATHAGINIAN WARS** A detailed account of the Carthaginian army, including Celts, Spanish, Numidians, elephants, Italian allies, and of course the Roman army and its development and allies. \$20.00  
**CAMP36 CANNAE 216 BC** The Roman army commanded by Consul Paulus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. This book examines reasons for the war, Hannibal's campaign leading up to the battle, & what transpired in the battle. \$27.95  
**MAA283 EARLY ROMAN ARMIES** The development of the Roman army in training, organisation, tactics and weapons & equipment from about 500 to 275 BC, the time of the wars with Pyrrhus. \$20.00  
**WAR17 GERMANIC WARRIOR 236-568 AD** The 3rd to 6th centuries saw the collapse of the classical Roman civilization and the emergence of new states in western Europe based on the Germanic warrior society. Examines their tactics, armor, & weapons. \$27.00  
**MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD** Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. \$20.00  
**WAR15 LATE ROMAN CAVALRYMAN 236-565 AD** Extremely detailed look at Late Roman Cavalry, including organisation, colors, tactics, development, formations. \$25.00  
**ELITE40 NEW KINGDOM EGYPT** Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBride of a Mitanni armored chariot, Hyksos, etc. \$25.00  
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**ELITE7 THE ANCIENT GREEKS 500-300 B.C.** 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride, & includes Athenians, Lakedaimonian, Thracians, Boeotians, etc. \$24.95  
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is a two-book set, which fills this gap by using all of the available source material to reconstruct the history and development of such fundamental components of warfare as martial equipment and costume, armed forces, battle tactics, etc. \$40.00  
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**ELITEA42 THE PERSIAN ARMY 560-330 BC** The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicrean Pelasgi!! and describes sparabara and takabara in action and their shortcomings. Includes Xerxes attempts to conquer Greece, and subsequent battles, etc. \$24.95  
**ELITE50 THE PRAETORIAN GUARD** A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outlasted and outthought by the veteran legionaries. \$24.95  
**MONT THE PTOLEMAIC ARMY 168-145 BC** A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. \$30.00  
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## Middle Ages

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## Gun Powder Era

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## WARGAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Complexity Key

## Basic Games

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(Introductory Level)

## Intermediate

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(Still good for beginners)

## Advanced Games

## Master Games

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(Veteran gamers only)

(Too many rules)

## Solitaire Suitability

Totally Unsuitable  
For Solitaire Play

#

Fairly Suitable  
For Solitaire Play

##

Highly Suitable  
For Solitaire Play

###

Can Only Be  
Played Solitaire

####

## Company Codes

ADG Australian Design Group  
COA Clash of Arms  
FAS FASA Corp.  
GDW Games Designers Wkshp  
GRD Games Research & Design  
JED Jeddo Games  
SDI Simulation Design Inc.  
S&T S & T Magazine  
TAS Task Force Games  
VIC Victory Games  
WES West End Games

AH Avalon Hill  
COM Command Mag (XTR)  
GAM Games Workshop  
GMT Not Get More Tanks!  
IRO Iron Crown Enterprises  
MB Milton Bradley Games  
STE Steve Jackson Games  
SUP Supremacy Games  
TGI The Gamers Inc  
3W World Wide Wargames  
WIZ Wizards of the Coast

## Beginner's Games

## JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

## JED Beginner's Guide to Strategy Gaming \*\*/##

A more comprehensive 55 page introductory book dealing with rules terminology & combat symbology, notes on solitaire play, plus a mini wargame of the battle for Moscow in 1941, with 39 counters and 3 pages of rules. \$3.00

## JED Field Marshall \*/###

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, airborne, armor, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. \$20.00

## Ancient Era

## AH Age of Renaissance \*/#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheet, score pads, 64 history cards, etc. \$109.95

## Xeno Alexander's Generals \*/##

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2-6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x28" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$49.95

## 3W Barbarians 70 BC - 260 AD \*\*/###

A huge strategic game with a full sized map covering the entire northern frontier of the Roman Empire, 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. Come the 3rd Century, it will be hard stopping those Goths & Vandals. \$45.00

## DEC Battles of Ancient World Vol. II \*/###

Includes four more battles of the Ancient World. Issues 333 BC, between Alexander and Darius; Metastus in 207 BC where the Roman Consul Nero crushed the Carthaginian force, 53 BC where the Parthians obliterated a Roman force; and Idvistro in 15 AD with the Romans seeking revenge against the Germans. 420 counters, etc. \$20.00

## AH Britannia \*/#

A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of them are in play at once), each of which must score as many victory points as possible before history kicks them out of existence. With 256 counters and a 22"x24" mapboard. \$55.00

## S&amp;T193 Byzantium \*/##

Strategy & Tactics magazine 183 contains a magnificent game covering the high point of the Byzantine Empire, from the 8th century to the fall of Constantinople in 1204 AD. In this period the Byzantine Empire reached a pinnacle of military and political power. With a beautiful map and 280 great counters. \$25.00

## AH Civilization \*/#

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopses: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. \$85.00

## → Advanced Civilization

Box set containing a 48-page rulebook & game's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! \$65.00

## → Trade Cards

50 extra cards as included in the original game. \$10.00

## → Western Expansion Map

22"x11" mapsheet extension & African/Iberian AST. \$16.00

## GMT Great Battles of Alexander Deluxe \*/###

Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyginius, Pelium, Arigaeum, Samarkand, Jaxartes. With 720 SPQR style counters, 3 back printed map sheets, etc. Quite suitable for Solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, "trumping" enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamers' delight! \$90.00

## → Diadochoi Clashes of the post-Alexander era, from 323 to 281 BC, 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Megalopolis, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. \$30.00

## AH Hannibal: Rome vs Carthage \*/#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. 2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22"x32" mapboards, 132 political counters, 64 units & generals counters, etc. \$80.00

## AH History of the World \*/#

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Miners of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32"x24" mounted mapboard, etc. \$80.00

## 3W Ironsides \*/###

Presents four scenarios from the English Civil War, being the Edgehill Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 x 34"x22" maps, rules. \$35.00

## GMT Julius Caesar \*/###

960 stunning counters giving each type of fighting unit of Marston Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! \$90.00

## → Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marcellus against the Cimbric under King Boenx; & Chaeronea in 88BC, Consul Sulla against Archelaus. \$30.00

## AH Kingmaker \*/###

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal levies, battles, sieges, revolts, parliamentary titles, Scottish raids, and a distinct lack of medieval chivalry! 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

## AH Machiavelli \*/#

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, battles, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. \$70.00

## AH Maharaja \*/#

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Game mechanics are simple, allowing players to concentrate on fast moving game play, 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

## AH New World \*/#

2 to 6 European imperial powers of the 15th to 18th centuries explore, conquer & ultimately claim the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. \$45.00

## VIC Peloponnesian War \*/###

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes) or group (up to 7 people) play. With 4 scenarios, 2000 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. \$75.00

## AH Republic Of Rome \*/###

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the catch-up of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! \$85.00

## GMT Samurai \*/###

Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jida, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okeshazama, Aneigawa, Kawanakajima, Mikata-ga-Hara, Nagashino and Sekigahara. 850 counters, two backpacked 22"x34" maps, rules, scenarios, etc. \$90.00

## GAM Samurai Card Game \*/#

Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3-6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

## MB Samurai Swords \*/#

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninjas, but be on alert for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. \$89.95

## GMT SPQR - The Roman Art Of War \*/###

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephale: a classic legion vs. phalanx battle fought between Rome & Macedonia on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman ass in the 1st Punic War. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beautiful counters. Has high solitaire suitability. *Due Nov.* \$85.00

→ War Elephant 2nd Ed It's back! You must have this module in order to play the other three SPQR modules. Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, and Magnesia 190 BC. \$40.00

→ Consul For Rome A double sided map, errata and 12 page rules, that covers two battles. Trebbia, 218 BC between Hannibal and Consul Sempronius leading the Roman legions. The 2nd is Metastus, 207 BC, where Rome sealed Carthage's doom. \$30.00

→ Pyrrhic Victory 2 more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome. The other is Asculum in 279 BC. Two large maps and rules/scenario booklet. \$30.00

→ Africanus Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Iliipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. \$30.00

## S&amp;T181 The Fall of Rome \*/###

A simulation of various crises in Roman History on a grand strategic level. The game covers several of these extreme crisis periods, from the 1st to the 6th centuries AD, when the likelihood of the Empire being destroyed was at its greatest. 280 back printed counters, and a large color map. \$27.00

## COA The King's War \*/###

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling the most strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters. Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22"x34" map, player aid maps, charts, rules. \$60.00

## MAY The Settlers of Catan \*/#

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on a remote island by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 18 victory points cards, 18 counters and a large color map. Thoroughly recommended. \$60.00

## Napoleonic Era

## COA 1807: The Eagles Turn East \*/###

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 4000 counters representing every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. \$75.00

Art of War Magazine # 23/24 includes a module for 1807. \$7.00

The Art of War Magazine # 25 Clash of Arms magazine. This issue contains a narrative history for 1807: The Eagles Turn East. \$4.00

## 3W Battle Of The Alma \*/###

The first major battle of the Crimean War. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12



# 38 - Wargames: Napoleonic - American Civil War

hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **Special - \$25.00**

## AH Blackbeard

**\*\*\*\*/##**  
An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, ship logs, mutiny, etc. 2 mounted mapboards, 16 page rulebook, 64 cards, 8 survey maps, 2 counter sheets. **\$85.00**

## GUS BORDINO

**\*\*\*\*/##**  
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a "miniatures feel", the counters of divisions are 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" area movement map, rules, scenarios. **\$43.00**

## COA Close Action - Fighting Sail

**\*\*\*\*/##**  
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. **\$70.00**



## AH Empires In Arms

**\*\*\*\*/##**  
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterized this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. **\$80.00**

## AH Enemy in Sight

**\*/#**  
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, take the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. **\$40.00**

## GU Friedland

**\*\*\*\*/##**  
This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules, 380 counters, 18"x26" colorful area movement map, rules, scenarios. Recommended. **Special - \$40.00**

## COA Jena

**\*\*\*\*/##**  
1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. **\$50.00**

## COA Kolin

**\*\*\*\*/##**  
In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshal von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 34"x22" maps, standard and special rule books, charts, tables, historical commentary. **\$55.00**

## COA La Bataille D'Espagnol - Talavera

**\*\*\*\*/##**  
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on a 17"x22" period maps over which, a hexagonal grid has been laid. There are over 700 counters, infantry, being regiments or battalions, cavalry in regiments, and artillery in batteries. **\$30.00**

## COA La Bataille D'Albuera-Espagnol

**\*\*\*\*/##**  
A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby turning the siege of Badajoz, capital of "Andalusia". With 34"x22" maps, 400 counters. **\$30.00**

## COA La Bataille de Corunna-Espagnol

**\*\*\*\*/##**  
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34"x44" map, 200+ colorful counters, rules, historical commentary, etc. **\$30.00**

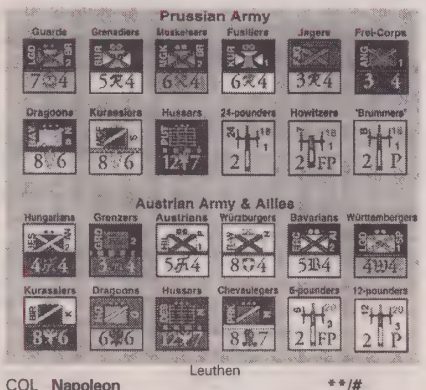
## COA La Bataille de les Quatre Bras

**\*\*\*\*/##**  
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34"x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the

Duke of Wellington and thousands of English and Allied troops. **\$70.00**

## COA Leuthen

**\*\*\*\*/##**  
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperialists, Bavarians and Wurtembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections". With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. **\$99.00**



## COL Napoleon

**\*\*\*\*/##**  
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. **\$45.00**

## COA Napoleon at Leipzig

**\*\*\*\*/##**  
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most solid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. **\$45.00**

## COL Quebec 1759

**\*/#**  
A unique strategy game depicting the historic campaign and battle between French and British forces for control of North America. The game is played on a 32"x11" colorful mapboard with wooden counters which represent the actual regiments, militia, and naval forces that served in the campaign. As the British you must launch a successful assault across the river to invade French territory, and you can make feints to keep the French player off his toes. With 50 wooden pieces giving fog-of-war, with simple rules and set-up so you can set-up and play within 5 minutes. **\$36.00**

## DEC Rebels & Redcoats Vol 1

**\*\*\*\*/##**  
Covers four battles in the American War of Independence. The game system simply but accurately recreates the battlefield conditions with a move-fight-ally play sequence to simulate the grand tactics of the American Revolution. Each battle is represented by its own units and map along with exclusive rules to recreate the unique conditions of each battle. Battles include Bunker Hill, Monmouth, Brandywine Germantown, etc. 440 counters, 2 22"x34" maps, player aid cards. **\$36.00**

## DEC Rebels & Redcoats Vol 2

**\*\*\*\*/##**  
A complete game covering eight more battles in the American War of Independence. Rules are the same as Volume 1, and the battles include Cowpens, Guilford Court House, Eutaw Springs, Hobbs' Hill, etc. Includes 360 counters, 2 22"x34" maps, 16 pages of rules, dice, player aid cards. **\$36.00**

## PAR Risk Deluxe

**\*/#**  
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally divided amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one die thrown per battalion you have in combat in that area. With a large colorful world mapboard, mission cards, land cards, 30 plastic figures. **\$70.00**

## JUM STRATEGY

**\*/#**  
One of the best mass-market wargames of all time, up there with Chess and Risk. Strategy is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except Bombs and Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

### Strategy Travel

**\$25.00**  
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

### Strategy Compact

**\$30.00**  
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

### Strategy Original

**\$50.00**  
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

### Strategy 4

**\$80.00**  
This is four or three player Strategy - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each. There is a two level plastic fortress in the center of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recovered 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. **\$80.00**

## DEC The '45

**\*\*\*\*/##**  
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at

six important turning points. The unit scale is regimental with detached companies. The map is point to point movement. 352 counters, map, etc. **\$55.00**

## GMT The Battles of Waterloo

**\*\*\*\*/##**  
Modern warfare's most famous battle. Do you try to take Hougoumont? Where when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. **\$80.00**

## AH War & Peace

**\*\*\*\*/##**  
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Inspired by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multi-player 1805 to 1815 Grand Campaign! Components include a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

## COL War of 1812

**\*/#**  
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. **\$36.00**

## AH We the People

**\*/#**  
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **\$85.00**

## AH Wooden Ships & Iron Men

**\*\*\*\*/##**  
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilize ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x26" mapboard & 180 counters. Recommended! **\$60.00**

# American Civil War

## VIC Across Five Aprils

**\*\*\*\*/##**  
Use simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

## COA Autumn of Glory

**\*\*\*\*/##**  
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. **\$60.00**  
The Art of War #23/24 includes a complete expansion for Autumn of Glory, including 140 counters. **\$7.00**

## COL Bobby Lee

**\*\*\*\*/##**  
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. **\$52.00**

## AH Geronimo

**\*\*\*\*/##**  
As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arranged against this fierce cast are the technological guns borne of the American Civil War which brought opportunity followed by defeat. Against artillery, galling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. **\$75.00**

## SPE Gettysburg: Three Days in July

**\*\*\*\*/##**  
By Spent Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! **Crazy Special \$48.00**

## GMT Glory

**\*\*\*\*/##**  
Covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; highly suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. **\$70.00**

## AH Here Come the Rebels

**\*\*\*\*/##**  
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **\$60.00**

## COA Lees Takes Command

**\*\*\*\*/##**  
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. **\$37.00**

## AH Roads to Gettysburg

**\*\*\*\*/##**  
Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war. As the Union General Meade, you have to catch this army and crush it to end the war. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 120 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. **\$75.00**

## COL Sam Grant

**\*\*\*\*/##**  
Brings to life the most dramatic event in American history, the Civil War. The game covers the war in the western theater, focusing on the three year struggle for Alabama, Georgia, Kentucky, Mississippi, and Tennessee. Rules link to Bobby Lee as well. The historical campaigns included are Shiloh, Vicksburg, Chickamauga, and Atlanta. Features a superb full color 22"x25" map, 84 wooden counters that provide step losses and fog of war. **\$60.00**



**AH Stonewall in the Valley** \*\*/###  
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederacy's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, trails, railroads, villages, mountains, and waterways. \$70.00

**AH Stonewall Jackson's Way** \*\*/###  
Covers the second battle of Bull Run in central Virginia during 1862, wherein "god of boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" map sheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. \$85.00

**AH Stonewall's Last Battle** \*\*/###  
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With 22x32" mapsheet, 260 counters, charts, etc. \$65.00

**COA The Army of the Heartland** \*\*/###  
During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34"x22" maps, nine scenarios plus campaign. \$60.00

**GMT The Three Days of Gettysburg** \*\*/###  
This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 22"x34" maps, seven scenarios. Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. \$99.00

**Xeno This Hallowed Ground** \*\*/##  
The American Civil War in the style of *Axis & Allies*, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover naval units, entrenchments, forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. \$60.00

## World War One

**AH Colonial Diplomacy** \*/##  
A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! \$100.00

**AH Diplomacy** \*/##  
A classic boardgame of abstract grand strategy, where 2 to 7 imperialist nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simpler in design, allowing players to immerse themselves in the machievellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. \$65.00

**ADG Fatal Alliances II** \*\*/###  
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavia Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. \$30.00

**COA Home Before the Leaves Fall** \*\*\*/###  
This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to a grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, a standard rulebook, exclusive rules and scenario book with historical commentary. \$124.95

**AH Knights of the Air** \*/###  
Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuver cards, cards for each plane, counters, etc. \$50.00

**COA Landships** \*/##  
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughter of 1914 to the sophisticated combined arms offensives of 1918. \$45.00  
The Art of War Magazine # 25 Advanced Rules for Landships. \$4.00

**S&T180 Reinforce the Right! 1914** \*/##  
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. \$27.00

**3W Rorke's Drift** \*\*/###  
Contains two games in one. A tactical game of Rorke's Drift, pitting just over a hundred British soldiers against 4,000 Zulus, in one of the greatest feats of bravery ever. The second is a campaign game of the entire Boer War, where the British were repeatedly beaten by the Boers they finally managed to win. With 600 counters, maps, etc. \$20.00

**AP The Great War at Sea Vol I** \*/##  
This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austria-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios, 8 pages of rules, 280 1/2" inch counters and 180 1" counters, three maps. Fantastic. Special \$50.00

**PAN Warlords** \*\*/##  
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, and taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. \$2.00

## World War Two

**AH Advanced Third Reich** \*\*\*/##  
A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" map sheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-hispanic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. \$90.00

**→ Empire of the Rising Sun** \*\*\*/##  
The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, GRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, 5 counter sheets, 2 22"x31" map sheets, etc. \$99.00

**MB Axis & Allies** \*\*/##  
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a color 18"x33" mapboard and 259 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

**The World At War** \*  
By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Includes a card map lift out for the campaign game. \$22.00

**JED Europe at War** \*/###  
A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. \$20.00

**XEN Europe at War** \*/###  
Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*, but at one third the price! With 290 plastic pieces in 8 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive cash, but new units, but can develop technology. They can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, subs, etc. Also has 118 counters, 10 color 24x36" map, 70 mini poker chips. Very thoroughly recommended! \$60.00

**DEC KRIEG** \*\*/###  
World War Two in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economy and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major belligerents of Europe, 2 34x22" maps, etc. \$70.00

**GMT Operation Mercury** \*\*/###  
The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 map sheets, dice, etc. \$60.00

**AH Squad Leader 4th Edition** \*\*\*/##  
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering morale, morale, smoke, off-board artillery, roadblocks, mortars, flamethrowers, demo charges, AT guns, and so much more! \$70.00

**Cross of Iron** An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (leg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$55.00

**Crescendo of Doom** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00

**GI: Anvil of Victory** Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

**AH Up Front** \*/##  
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. Components include 322 illustrated colour cards, and 304 counters. \$50.00

**ADG World In Flames Deluxe 6th Edition** \*\*/###  
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, gracefully stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Affame, Africa Affame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the terrain rules. With scenarios and campaign. Thoroughly recommended. \$169.00

World In Flames Classic Basic edition. \$80.00

**Afa/Asa Update Kit** Replaces Africa Affame and Asia Affame for all players of World in Flames' Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as *WIF* the final edition. Has 400 counters and maps for Africa & Scandinavia. \$39.00

**DAYS OF DECISION II** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00

**PLANES IN FLAMES GOLD EDITION** (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, 5th Ed. WIF awards, etc. Special \$20.00

**FATAL ALLIANCES II** World War One add-on for WIF. See description under WW1 heading. \$20.00

**ASIA AFFAME Gold Edition** Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. \$30.00

**THE 1994/95 WORLD IN FLAMES ANNUAL** This 72 page Annual includes a free new expansion kit, Mechs in Flames including 200 full color counters (WIF counter sheet # 3). There are 72 pages of WIF, PIF, SIF, Asa, Afa, MIF, DoD II, including players notes & hints on play, etc. \$30.00

**SHIPS IN FLAMES** Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. 1000 counters, Task Force Display, rules, etc. Special \$20.00

**WIF Classic/Deluxe Update Kit** Allows you to convert your World in Flames: Classic or WIF Deluxe Update kit to the full wonders of the WIF:Deluxe game. This kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Affame, Africa Affame and Mechs in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts. \$109.00

## Advanced Squad Leader

**AH ADVANCED SQUAD LEADER** \*\*\*/###  
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! \$90.00

**ASL ANNUAL '91** 64 pages with 16 scenarios. Articles include a Red Baticades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, the German PzKw Maus with counter art, etc. \$30.00

**ASL ANNUAL '92** 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, 13 scenarios, and more. \$30.00

**ASL ANNUAL '93 Part A** 80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

**ASL ANNUAL '93 Part B** 48 pages containing scenarios, and the ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Includes a card map lift out for the campaign game. \$22.00

**ASL ANNUAL '95** Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 2 new scenarios, etc. \$45.00

**ASL ANNUAL '96** Featuring an article on snow an ASL, moving, motion, and non-stopped status, Atlanticon '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc. \$35.00

**ASL ANNUAL '97** Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios *The Road to Wounded Knee* to play out on it, where the American soldiers of the Marauders fight the Japanese in Burma; a scenario that pits an infantry-only force against a force with tanks; etc. \$40.00

**BEYOND VALOR MODULE 1** Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the German IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor lugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

**PARATROOPER MODULE 2** This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy invasion). Features the #24 mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. \$50.00

**YANKS MODULE 3** Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, sk troops, boats, swimming, support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

**PARTISAN! MODULE 4** Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). \$40.00

**WEST OF ALAMEIN MODULE 5** An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, and weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x2" escarpment map and six pages of terrain overlays. \$99.00

**THE LAST HURRAH! MODULE 6** Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slawia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). \$40.00

**HOLLOW LEGIONS MODULE 7** This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60.00

**CODE OF BUSHIDO MODULE 8** Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle terrain (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-ki, pack animals, etc.), plus Japanese edition notes for chapter H. \$95.00

**GUNG-HO! MODULE 9** Contains 1008 counters introducing the ruggedly US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, pier, etc.), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 2 new scenarios, and 8 scenarios. \$99.00

**CROIX DE GUERRE (Cross of War) MODULE 10** This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building.



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stream, etc overlays, 8 pages of revised rules, Chapter H historical & DVO, and 8 scenarios. There are over 600 counters. \$80.00

**RED BARRICADES HISTORICAL MODULE** The mapboard, 31"x45", has 1" hexes depicting the Stalingrad city. The Red Barricades ordered factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, cellars, AT ditches, etc. Includes three separate Campaign games for street fighting. \$60.00

**KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2** A game of tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge Red piece 31" x 45" full color map depicts the village and surrounding environs. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexesides, etc. \$75.00

**KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3** A companion that expands on the MODULE 2, includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. \$80.00

**PEGASUS BRIDGE HISTORICAL MODULE 4** The gliderborne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until reinforcements arrive. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. \$60.00

**SOLITAIRE ASL SOLITAIRE MODULE 1** ##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! With 14 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

**ASL ACTION PACK # 1** This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aid to help you through the somewhat complicated O&A section of Chapter C. \$40.00

**ASL & Squad Leader Boards** The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price, ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. \$12.00

## Critical Hit Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a lot cheaper than the ASL Annual!)

**Critical Hit Magazine Issue # 1** 32 pages of articles for ASL. Scenarios include British & Canadians against the SS in 1944, the Germans try to seize Balta from Soviets in 1941, an American assault upon a line of Japanese pillboxes and trenches in 1943, an engagement on the Normandy DD Beaches, a Tiger I assault upon prepared Soviet positions in 1943, etc. \$16.00

**Critical Hit Magazine Issue # 2** Eastern Front Special Issue; featuring Siberian ski-troops, tips and variety for Red Barricades, & scenarios covering the Western Ukraine 1944, Siberian ski troops in action in 1942, Canadians against Germans in 1945, the Japanese invade Guam in 1941, a final push by the Germans into Stalingrad, Poland 1939, a Blitzkrieg assault, etc. \$16.00

**Critical Hit Magazine Issue # 3** 60 pages of articles and scenarios for ASL, including a gripping battle between SS Germans and Polish assisted by a solitary British Daimler armored car in 1944 in Holland; Aussies come under intense Japanese armor and infantry attacks in Malaysia 1942; two SS Panthers toast six Sherman in France 1944 (unless you can save them); an armored clash between Soviet Guards and the Japanese in Manchuria in 1945, etc. \$16.00

**Critical Hit Magazine Issue # 4** 46 pages of articles for ASL. Includes an article for conducting armored assaults, focusing on armored infantry, ten scenarios ranging from D-Day, 1941 Russian front with Russian paratroopers; Hungary 1945; Egypt 1942, etc. This issue also contains a commentary on WW2 participants; articles regarding tournaments; strategy ideas; new item reviews, etc. \$16.00

**Critical Hit Magazine Issue # 5** 48 page magazine full of articles for ASL, as well as 12 ASL scenarios. Articles include using obstacles effectively, scenario design, scenarios include Israel vs Egypt in 1948, the last German armor assault in Russia, Poland 1920, the all-time famous battle where the German Tiger I Commander Wittmann almost single handedly destroyed over 50 British tanks and halftracks. \$20.00

**Critical Hit Magazine Special Edition** This is a superb production. Features 10 counters (needs mounting on cardboard), a light card sheet of a village, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc, with a scenario of the Tiger I's first combat action in Tunisia. \$25.00

**Critical Hit Magazine Issue # 7** Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an in-depth look at para-drops, play notes on the Canadian army, scenario replays, etc. \$26.00

**All American: 82nd Airborne Module 1** Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. \$40.00

**Armored Stand - Platoon Leader Pack II** A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines in 1945. You command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery, etc. \$16.00

**ASL '96 Pack** Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking the Sicilian coast, the German Fallschirmjager, including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

**ASL News Pack 1** Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. \$16.00

**ASL Platoon Leader 2.0** This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game *Primrose Bridge*, which depicts the fight for the bridge called Primrose in Sicily, 1943, between German and British paratroopers. Includes campaign new rules, color overlays, etc. \$19.00

**ASL Rout Pak I - Aussie ASL Pack** 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with 14 versus six Panthers - guess who wins! \$13.00

**ASL Rout Pak II** Ten more scenarios for ASL, including a Finnish assault on the entrenched Soviet 163rd Ukrainian Division, French and Germans go head to head in France 1940, Japanese-Americans assault a dug-in German position in 1944, a Japanese attempt to take Guadalcanal's airfield, etc. \$16.00

**Aussie ASL '97 Pack** A fresh batch of eight hand-drafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. \$16.00

**Defeating Enemy Armor** A brand new tips book for ASL players interested in winning tank vs tank wars in their scenarios. Covers firing on the move, firing from short halts, firing from long halts, using terrain to your advantage, various types of AP ammunition, and 2 scenarios etc. \$15.00

**Gemblox: The Feint** A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. \$29.00

**Jatkosota ASL Pack** Takes the ASL player into the heart of Finland's Continuation War, where re-entered the war on the side of Germany in order to take back its land. Includes the Finnish offensive into Soviet Karelia in 1941, Finns recapture Viipuri, the Soviet offensive of 1944, Finnish troops with Panzerfausts, the Finnish Armored Division, etc. With over 42 color paper counters & 27 B&W counters. \$19.00

**Leatherneck** 12 scenarios for ASL focusing on the US Marine Corps as they take on the Japanese Army across the far reaching Pacific battlefields from Guadalcanal to Okinawa, including an impossible Marine attack against a stolid Japanese defense of Okinawa, a gripping battle with 18 Japanese tanks attacking Marines with just 3 Sherman, 2 75mm GMC and 2 37mm ATGs. The battle was a slaughter - but whose? \$16.00

**OAG (On All Fronts) Pack I** Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne versus SS Panzergraders, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

**Scroungin' ASL News** The best of European ASL including ten scenarios and two campaigns, which covers Belgium 1944, Stalingrad 1942, Soviet assault on Berlin, German paratroops cut to pieces in Crete by British troops, a scenario with a Churchill Crocodile, and a massive battle between the French & Germans in 1940, etc. \$21.00

**Soldiers of the Negus** A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

## Europa Series

**GRD BALKAN FRONT** ##### Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German armored assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. \$75.00

**GRD FOR WHOM THE BELL TOLLS** ##### The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. \$130.00

**GRD POLAND - FIRST TO FIGHT** ##### On Sept. 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbors at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. \$90.00

**GRD SECOND FRONT** ##### This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategic rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. \$225.00

**GRD WAR IN THE DESERT** ##### This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europe forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt; 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. \$150.00

**GRD EUROPA MAGAZINE # 49** The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. \$12.00

**GRD EUROPA MAGAZINE # 50** The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. \$12.00

## African Campaign

**JED AFRICAN CAMPAIGN 2nd Edition** ##### A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses, the Compartment Counter, and a 16"x22" map. Includes a new mapboard, Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. \$25.00

**COL MEDFRONT** \*\*/# You must own West Front to use. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "Torch" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. \$46.00

**COL ROMMEL IN THE DESERT** \*\*/# The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3-1 attack on units in front of your forces. Color mapboard is 12" x 36", 7 scenarios. \$60.00

**MOM TRIUMPHANT FOX** \*\*\*/### Panzerarmee Afrika, led by Erwin Rommel, is about to begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flit with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. Includes 240 counters, 22"x34" map, rules, historical commentary, campaign and several scenarios. \$75.00

**TGI TUNISIA Nov 1942-May 43** \*\*\*/### A showdown between Rommel and the Allied forces in Tunisia. Wedged between oncoming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untired Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules charts, 6 scenarios, etc. \$75.00

## Western Front

**COA ACHTUNG - SPITFIRE** \*\*/# This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards, one 34"x22" map, rules, etc. \$75.00

Art of War Magazine # 23/24 Contains a large supplement for *Achtung Spitfire*, with several plane data sheets. \$7.00

Art of War Magazine # 25 Expansion rules for *Achtung Spitfire*. \$4.00

**VIC AMBUSH!** \*\*/#### Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individuals. The player selects, acquires, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). \$80.00

**AH B-17 QUEEN OF THE SKIES** \*\*/#### A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. With 88 counters, an 11"x16" mapboard, reference charts. \$50.00

**AH BATTLE OF THE BULGE 3rd Edition** \*\*/### 3 German armies slam heading into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, a 40 page book with historical background. \$40.00

**AH BREAKOUT NORMANDY** \*\*/### A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & 3 play aids. \$70.00

**GMT BRITAIN STANDS ALONE** \*\*/### This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? With 480 counters, 2 maps, rules, cards, etc. \$60.00

**AH D-DAY 3rd Edition** \*\*/### On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

**GMT FRANCE 1940, VICTORY IN THE WEST** \*\*/### Has the most detailed wargame map of France and the lowlands yet published. Scenarios include fall of Holland, a full historical campaign, and 18 alternative tactical options to test out. Includes 720 counters (with bicycle units), two maps, reference cards, etc. One to two players, 2 - 20 hours. \$75.00

**JED FORTRESS EUROPA** \*\*/### An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both sides have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, Volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x44" map. Unboxed. Very entertaining. \$12.00

**GMT INVASION: NORWAY** \*\*/### This game simulates this fascinating campaign of Germany's invasion of Norway, using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air) and is easy to learn and quick to play, and keeps both sides constantly involved in the game. 560 counters, one 22"x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. \$70.00

**AH LONDON'S BURNING** \*\*/### August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color



mounted mapboards, rules, 8 scenarios. \$70.00

## S&T160 MEDWAR

S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceding the land invasions of Italy and the islands about Italy. Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. **Special Price** \$5.00

## COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by J.D. Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

## AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied APVs and the stoic German Kampfgruppen from 1944-45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. \$65.00

## AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstrupen. 260 counters, point-to-point system 16"x33" mapboard. \$65.00

## 3W SINK THE BISMARCK

In May 1941 the German battleship Bismark and heavy cruiser Prinz Eugen began operation Rheinübung: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy tank forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. **Special** \$22.50

## 3W SPITFIRE!

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (55 being soloable) are provided, each featuring one or more fighter aces. There are 40 aircraft types. \$50.00

## APL THE INVASION OF ITALY

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. \$44.95

## 3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. 300 counters, rules, charts, 34"x22" map, cards. \$35.00

## GMT THE RISE OF THE LUFTWAFFE

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or P-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yakos, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radio stations, factories, railways. \$55.00

**EIGHTH AIR FORCE** An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. \$65.00

## 3W TO THE FAR SHORE

It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. \$50.00

## COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00

**EURO FRONT** This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included.. \$40.00

## SPI BARBAROSSA

A corps-level recreation of WW2 on the Eastern Front. A unique command system allows for both limited intelligence and for players to hand-to-hand their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts. The game includes a Campaign scenario and three short scenarios. With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

## GMT BARBAROSSA Army Group South

The game shows the progress of Germany's Army Group South as it invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$99.00

## TGI BLACK WEDNESDAY

It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly recruited 63rd Rifle Division, the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$99.00

tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

## AP BLOOD ON THE SNOW

A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised and poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 90 tanks. The Soviets were not equipped, however, for a war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map, 140 counters. \$22.00

## COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorized Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mtskhsak. But this time more Soviet reinforcements has arrived. 280 counters, maps, rules, etc. **Special** \$30.00

## COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that resembles supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Kharkov, etc. The game also links directly with West Front. This is a great game of the most challenging theatre of war in WW2. \$90.00

**East Front Rules 2nd Ed** Just the 2nd Ed rules and charts. \$10.00

**VolgaFront** This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$30.00

## GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; and special rules for weather, game play, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

## AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are platoon and company sized units. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

## JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

## AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual. \$65.00

## 3W SPIRES OF THE KREMLIN

Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter-offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. \$60.00

## GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. As expected, the attack was Army Group Center, led by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defence and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. With 960 counters, three 22x34" maps, six scenarios. \$80.00

## AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

## AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Squadrions include 226 counters (individual capital ships & squadrons of aircraft), a 22"x11" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. \$45.00

## VIC PACIFIC WAR

This is a big game of the whole war in the Pacific, with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, naval repairs, engineering, demotions, etc. With estate planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! \$100.00

## AH VICTORY IN THE PACIFIC 2nd Edition

This very entertaining game starts with the Pearl Harbor raid in 1941.

when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamroller's faces out of everything afloat! Components include 163 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. \$55.00

# Post World War Two

## AVA ACQUIRE Deluxe Edition

This is a game of empire building. Each player builds and strategically manipulates oil chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. \$60.00

## AVA AIR BARON

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. \$75.00

## GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet Sab's that seemed to appear the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

## S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. \$27.00

## AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

## COL Mid-East Peace

Challenges you to bring peace (on your terms) to the region of the Middle East in a one to three hour game, with or without the help of your 1 - 5 opponents. This is an exciting game of pure skill, there are no dice. You must balance the skills of the diplomat, the economist, and the general. The game can end in peace or it can end in war. You control the destiny of one Mid-East country. Includes randomly placed oil supplies for each game, UN Voting, peacekeeping forces, superpower interventions, clear and concise rules, full color mapboard and card playing pieces. \$23.50

## AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. \$60.00

## TGI YOM KIPPUR

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile.. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. \$55.00

# World War III

## VIC FLASHPOINT: GOLANI!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-national support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). \$35.00

## AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DVD section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). \$50.00

## AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights. AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 metres per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

# Science Fiction BattleTech

## FAS BATTLETECH 4th Ed

By the 28th Century, mankind had spread civilization to hundreds



of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women pilot these great machines in the most desperate battles over these few production facilities, neighboring space, and limited war reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32 pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 page rulebook, a 32 page record sheet book, 144 full color insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. **\$45.00**

**BattleTech Compendium: The Rules of Warfare** Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15s, a Clan Hunchback IIC with jump jets and twin Ultra AC/20s; a map of the Inner Sphere. **\$29.00**

**BattleForce 2** This is a complete stand-alone game that can also be tied into BattleTech or BattleSpace. Players command units of mechs, vehicles and infantry, with advanced rules allowing you to wage entire planetary assaults, including artillery and air support. Includes rules, full color counters, command cards, full color maps, including one of an entire planet, plus a map of the Inner Sphere in 3059. **\$65.00**

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$4.00**

**BattleTech Map Set #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & BattleTech maps. **\$27.00**

**BattleTech Maps Set #3** Contains eight 18"x22" map sheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$27.00**

**BattleTech Map Set #4** Contains eight more 18"x22" map sheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$27.00**

**BattleTech Map Set #5** Contains eight more 18"x22" map sheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. **\$27.00**

**BattleTech Tactical Handbook** An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. **\$19.00**

**Black Thorns** Based on the events in the novels *Main Event* and *DRT*, this book includes a history & game info of the Black Thorns. **\$16.00**

**CityTech 2nd Edition** This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Ultra, Black Hawk, Mad Cat, & Daishi. They are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. **\$55.00**

**Comstar Sourcebook** Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$24.00**

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. **\$17.50**

**Explorer Corps** Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. **\$24.00**

**Field Manual: Draconis Combine** Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. **\$32.00**

**Field Manual: Free Worlds League** An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. **\$32.00**

**Field Manual: Mercenaries** No war too small, no fee too high. An in-depth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. **\$32.00**

**First Somerset Strikers** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. **\$29.00**

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. **\$18.95**

**Invading Clans** The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Inner Sphere, including the Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining where made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. **\$29.00**

**Luthien Scenario** pack on the entire Clan invasion. **\$19.00**

**Maximum Tech BattleTech Advanced Rulebook** Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridge layers, expanded artillery rules, veteran mecharmor abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc. **\$24.00**

**Mech Record Sheets 3025/3026** The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$29.00**

**Mech Record Sheets 3050** Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$29.00**

**Mech Record Sheets 3055/3058** More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! **\$29.00**

**Northwind Highlanders BattleTech scenario pack** re-creating the entire history of this elite mercenary unit, from its earliest engagements to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, etc. **\$19.00**

**Technical Readout 3025 Revised Printing** Includes game statistics, technical background, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. **\$24.00**

**Technical Readout #2 3026** Vehicles & infantry combat equipment. **\$24.00**

**Technical Readout #4 3050 Revised** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Inner Sphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. **\$29.00**

**Technical Readout #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! **\$24.00**

**Technical Readout #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Inner Sphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. **\$24.00**

**Technical Readout #7 3058** Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Inner Sphere mechs and vehicles. **\$29.00**

**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. **\$19.00**

**The Dragon Roars** A BattleTech campaign that includes rules for BattleForce 2. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. **\$19.00**

**The Falcon & The Wolf** Scenario pack that pits Clan against Clan. The battles featured in *Bred for War* and *I am Jade Falcon* are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. **\$16.00**

**The Fall of Terra** Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Inner Sphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. **\$19.00**

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. **\$29.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

**MAY COSMIC ENCOUNTER** **\*/#**

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc. **\$38.00**

**More Cosmic Encounter** Adds nine expansion sets plus new aliens, comets, reinforcements and special destiny cards. The nine expansions include new aliens, moons, flares, kickers, compromise and edict cards, new rules, etc. **\$65.00**

**TAS FEDERATION & EMPIRE (DELUXE)** **\*/#/#**

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, mailers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon 810, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... **\$99.00**

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. **\$35.00**

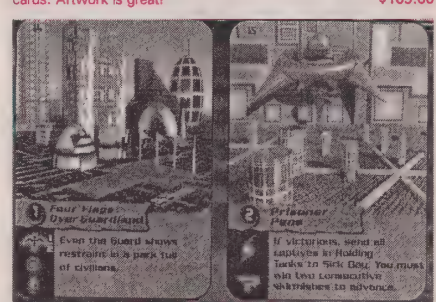
**MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. **\$26.00**

**DP9 MINI HEAVY GEAR** **\*/#**

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG). It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. **\$1.00**

**AH-PRINCESS RYAN'S STAR MARINES** **\*/#/#**

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps, fortifications, ambushes and seemingly never ending hordes of Black Guard ground and air forces. Some artwork is done by Larry Elmore. Features two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marian cards, 50 weapon cards, 60 dispatch cards. Artwork is great! **\$109.00**



Princess Ryan's Star Marines

**WIZ ROBO RALLY Revised Printing** **\*/#**

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "Robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

**ARMED & DANGEROUS**

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleports, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. **\$60.00**

**CRASH & BURN**

Two all new gameboard squares, including flammies to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. **\$24.00**

## Silent Death The Next Millenium

Now in the Miniatures & Miniatures Rules Section: Page 54

**GAM SPACE HULK** **\*/#/#/#**

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyrant masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! **\$99.00**

**MB STAR WARS MONOPOLY Classic Trilogy Ed** **\*/#/#**

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. **\$99.00**

## Star Fleet Battles

**TAS Star Fleet Battles Captain's Ed Basic Set** **\*/#/#/#**

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play &



designer's notes.

**CADET TRAINING HANDBOOK** An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. **\$60.00**

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. **\$17.00**

**CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$17.00**

**CAPTAIN'S LOG #12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. **\$17.00**

**CAPTAIN'S LOG #13** 80 pages of fiction, scenarios, new SSDs. **\$17.00**

**CAPTAIN'S LOG #15** 80 pages with a story on Kzinti commandos assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. **\$17.00**

**CAPTAIN'S LOG #16** A 112 page book containing fiction, a hostage rescue in Tholian space, tactics for using X-ships, four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Empire, and 16 pages of Frax SSDs. **\$26.00**

**CAPTAIN'S LOG #17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. **\$26.00**

**CAPTAIN'S MODULE F1: THE JINDARIANS** A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ship designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. **\$27.00**

**CAPTAIN'S MODULE H2: Megahex II** 240 stunning full color 1" counters and five planets using 32mm hexes. **\$27.00**

**CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, agis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc.) 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc.) 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE P6: Galactic Smorgasbord** With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. **\$17.00**

**CAPTAIN'S MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 15 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. **\$35.00**

**Master Annex File** All of the juicy details of every ship and fighter, completely updated and re-organized for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rule references, year in service, turn mode, expansion strength, command rating, etc. **\$16.95**

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wynn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$28.00**

**MODULE C2: New Worlds II** Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. **\$26.00**

**MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. **\$29.95**

**MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. **\$42.50**

**MODULE M: Star Fleet Marines** The toughest hordes in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. **\$37.50**

**MODULE R1** Starbases, battle stations, base modules, freighters, etc. **\$30.00**

**MODULE R2** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$30.00**

**MODULE R3** Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & Wynn. Includes SSDs, 6 scenarios, & 216 counters. **\$30.00**

**MODULE R4** Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. **\$30.00**

**MODULE R5** Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, & a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **\$27.00**

**MODULE R6** The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. **\$50.00**

**MODULE S1: Scenario Book #1** 51 scenarios & a 19"x23" asteroid-belt map. **\$19.00**

**MODULE S2: Scenario book #2** with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. **\$19.95**

**MODULE T: TOURNAMENTS** 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. **\$22.50**

**SFB CAMPAIGN DESIGNER'S HANDBOOK** Campaigns

are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. **\$25.50**

**STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$30.00**

**TACTICS MANUAL** 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc.) **\$26.00**

**STAR FLEET BATTLES MINIATURES**

TAS5301 Federation CA **\$11.95**  
TAS5302 Klingon D7 **\$11.95**  
TAS5303 Romulan Warbird (2) **\$11.95**  
TAS5401 Starter Set **\$30.00**  
(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

**THE NEW STAR FLEET BATTLES MINIATURES**

A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fit exactly upon the normal SFB maps.

TAS5101 Federation CA (3) **\$14.50**  
TAS5102 Klingon D7 (3) **\$14.50**  
TAS5103 Romulan Skyhawk (3) August **\$12.50**  
TAS5105 ISC DN (2) **\$14.50**  
TAS5106 ISC DD (4) August **\$12.50**  
TAS5110 Hydran CL (3) August **\$12.50**  
TAS5112 Orion Raider (4) August **\$12.50**  
TAS5114 Orion Salvage Cruiser (3) **\$12.50**  
TAS5116 Romulan Warbird (3) **\$12.50**  
TAS5118 Andromedan Conquistador (4) August **\$12.50**  
TAS5119 Hydran Lancer (3) **\$12.50**  
TAS5122 Andromedan Intruder (3) **\$12.50**  
TAS5124 Romulan Sparrowhawk (2) August **\$14.50**  
TAS5125 Tholian NCA (3) August **\$14.50**  
TAS5128 Tholian PC (4) **\$12.50**

**AH Starship Troopers** \*/#

Based on the movie coming in Spring. As a Starship Trooper it's your job to stop these giant alien bugs by destroying them one by one or by nuking their lair. Each trooper and each bug has special abilities which can affect the outcome of the game. The versatile board design gives a unique battlefield each battle. Troopers have an allotment of ammunition, but if they waste it they can wind up dead, as the bugs keep bringing in more reserves. For two to four players. Due November. **\$45.00**

## Fantasy

**AH MAGIC REALM 2nd Edition** \*\*\*\*/###

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. **\$60.00**

**STE KNIGHTMARE CHESS** \*/#

An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogério Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! **\$30.00**

**AH TITAN** \*\*/##

A rip-roaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flinging, beer-quizzing, splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

**GAM TALISMAN 3rd Edition** \*/#

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

**TALISMAN DUNGEON OF DOOM**

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. **\$45.00**

**TALISMAN CITY OF ADVENTURE**

Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards. **\$45.00**

**TALISMAN DRAGON'S TOWER**

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. **\$60.00**

**ICE THE HOBBIT** \*/#

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc., & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. **\$60.00**

**AH TITAN: The Arena** \*/#

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. **\$36.00**



Titan: The Arena

**GAM WARHAMMER QUEST** \*/#

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 152 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **\$99.00**

**Catacombs of Terror** The Dread King waits in the darkness of his pyramid tomb, while an evil Necromancer seeks to restore him to power. Can you stop him? Includes the Dread King on throne, the Necromancer, and 5 other miniatures, plus rules, two rooms, passageway, chasm, cards, etc. **\$57.00**

**Lair of the Orc Lord** Dare to enter the domain of the Black Fang Orcs of Mount Gubbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, doorways, cards etc. **\$57.00**

**WARHAMMER QUEST MINIATURES**

CIT00017 CHAOS WARRIOR **\$22.00**  
CIT00081 PIT FIGHTER CHARACTER PACK **\$22.00**  
CIT00098 IMPERIAL NOBLE **\$22.00**  
CIT00104 WARRIOR PRIEST **\$22.00**  
CIT00111 ELF RANGER **\$22.00**  
CIT00128 DWARF TROLLSLAYER CHARACTER **\$22.00**  
CIT00135 WARDANCER **\$22.00**  
CIT00159 WITCH HUNTER **\$22.00**  
CIT000203 TREASURE CARDS DECK 1 **\$15.50**  
CIT000210 TREASURE CARDS DECK 2 **\$15.50**  
CIT000227 TREASURE CARDS DECK 3 **\$15.50**  
CIT000265 EVENT CARDS **\$15.50**

**AH WIZARDS QUEST** \*/#

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spot he can find. The Orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**

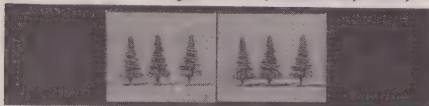


# K&M MODEL TREES



Green Deciduous Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



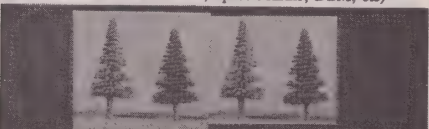
Green Fir Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



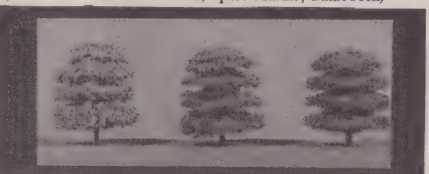
Green Deciduous Size 1A Height - 5cm without base  
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased  
\$2.25 each based or \$50.00 for a box of 25 based  
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



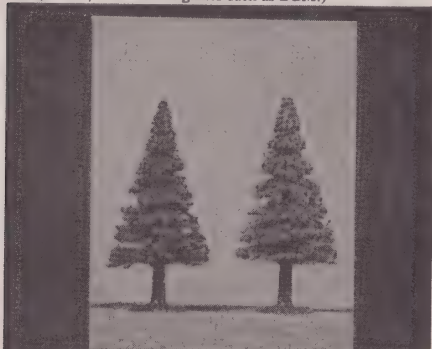
Green Fir Size 1A Height - 5.5cm without base  
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased  
\$2.25 each based or \$50.00 for a box of 25 based  
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)



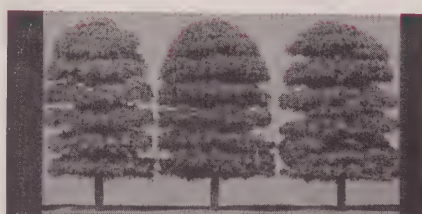
Green Deciduous Size T70 Height - 7cm without base  
Height - 9cm with base

\$2.95 each unbased or \$66.00 for a box of 25 unbased  
\$3.45 each based or \$77.50 for a box of 25 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



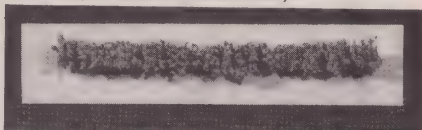
Green Fir Size 2A Height - 10cm without base  
Height - 12cm with base

\$3.50 each unbased or \$63.00 for a box of 20 unbased  
\$4.00 each based or \$72.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



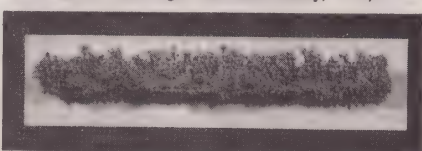
Green Deciduous Size 3 Tree Height - 13cm without base  
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased  
\$5.00 each based or \$90.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



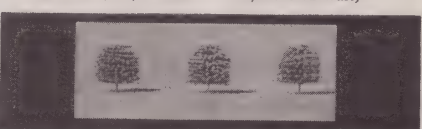
Small Green Hedge Size - 15.5cm long by 1.6cm long

\$2.95 each or \$53.00 for a box of 20  
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)



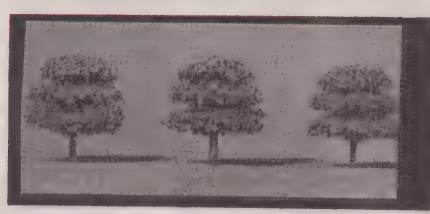
Large Green Hedge Size - 18cm long by 2cm high

\$4.50 each or \$81.00 for a box of 20  
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)



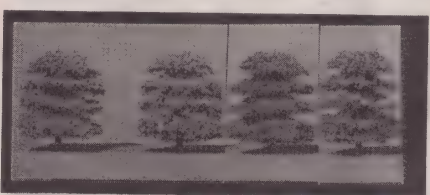
Autumn Deciduous Size 1 Tree Height - 3cm without base

\$1.10 each or \$99.00 for a box of 100  
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Autumn Deciduous Size 1A Height - 5cm without base  
Height - 6cm with base

\$1.75 each unbased or \$39.00 for a box of 25 unbased  
\$2.25 each based or \$50.00 for a box of 25 based  
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Autumn Deciduous Size T70 Height - 7cm without base  
Height - 9cm with base

\$2.95 each unbased or \$66.00 for a box of 25 unbased  
\$3.45 each based or \$77.50 for a box of 25 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



Autumn Deciduous Size 3 Tree Height - 13cm without base  
Height - 15cm with base

\$4.50 each unbased or \$81.00 for a box of 20 unbased  
\$5.00 each based or \$90.00 for a box of 20 based  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

## K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSHA1	Grass Green Flock	\$3.95
K&MSHA2	Grass Medium-Green Flock	\$3.95
This color is the closest to the Citadel Grass Green Flock		
K&MSHA3	Light Olive Green Grass Flock	\$3.95
K&MSHA4	Dark Olive Green Grass Flock	\$3.95
K&MSHA7	Dark Green Flock	\$3.95
K&MSHA9	Dark Brown Flock	\$3.95
K&MSHA10	Mushroom Brown Flock	\$3.95
K&MSHA14	Golden Sand Flock	\$3.95

This color is suitable for sun-burnt grass like in the Middle East, or for sand.



# SCENERY FOR MINIATURES

## COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Adventurous Spirit Roads & Rivers

High quality roads and rivers etc made of rubber unilaine. Paint with acrylics.

DBM Straight Dirt Road Set, 120cm long, 5cm wide	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Curved Dirt Road Set, 85cm long, 5cm wide	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Big Dirt Road Set (Any 3 of the above sets)	\$110.00
Cast in a light brown, just needs dry brushing.	
DBM Dirt Roads Starter Set	\$140.00
Cast in a light brown, just needs dry brushing. Includes 2 Straight Sets, one Curved Set and one Junction Set.	
DBM Roman Cobblestone Roads (5cm wide by 120cm long)	\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.	
Cobblestone Road Junctions (2 T-intersections, 2 crossroads)	\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.	
DBM River Straight Pack (4cm wide by 120cm long)	\$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.	
DBM River Winding Pack (4cm wide by 80cm long)	\$40.00
Cast in brown. Has eight pieces, all winding. Supplement to above pack.	
DBM River/Stream System (4cm wide by 300cm long)	\$110.00
Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.	
1/300th Scale Straight Dirt Road Set, 180cm long, 3cm wide	\$20.00
Cast in a light brown, just needs dry brushing.	
1/300th Scale Curved Dirt Road Set, 180cm long, 3cm wide	\$20.00
Cast in a light brown, just needs dry brushing.	
1/300th Scale Junction Dirt Road Set, 2 x Cross-Roads, 4 x T-Inter, 2 x Y-Junction	\$20.00
Cast in a light brown, just needs dry brushing.	
Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)	\$6.00
Cast in a light brown, just needs dry brushing.	

## Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin kits of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomex, and Legions of Death/Planetstorm. Check these out - they are fantastic!

### Ruined Building Corners

ARM110 Ruined Building Corner with Single Door	\$12.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm	
ARM111 Ruined Building Long Corner with Double Door	\$12.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm	
ARM115 Two Stories Ruined Building Corner, Roller Door	\$14.95
Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm	
ARM116 Two Stories Ruined Building Long Corner	\$14.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm	
ARM117 Two Story Corner with Floor	\$18.95
Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor, 9cm high, 11cm wide.	



ARM117 Two Story Corner with Floor

### High-Tech Walls

ARM130 High Tech Walls Set 1 (2)	\$14.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide.	
ARM132 High Tech Walls Set 2 (2)	\$14.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	



ARM130 High Tech Walls Set 1

### Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3)	\$9.95
Walls 2cm tall, 10cm long, made of small rocks.	

ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	\$9.95
Walls 2.5cm tall, 10cm long, made of quarry stones.	
ARM160 15cm x 2cm Small-Rock Walls (3)	\$11.50
Walls 2cm tall, 15cm long, made of small rocks.	
ARM162 15cm x 2.5cm Quarry-Stone Walls (3)	\$11.50
Walls 2.5cm tall, 15cm long, made of quarry stones.	
ARM190 23cm x 2cm Small-Rock Walls (2)	\$11.50
Walls 2cm tall, 23cm long, made of small rocks.	
ARM192 23cm x 2.5cm Quarry-Stone Walls (2)	\$11.50
Walls 2.5cm tall, 23cm long, made of quarry stones.	

### Science Fiction Terrain

ARM210 Piles of Rubble	\$9.95
A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.	
ARM218 Large Pile of Junk	\$13.95
7.5cm tall pile of vehicle parts and other junk.	
ARM220 Tri-Tank Fuel Cells	\$8.75
Three round chemical storage tanks connected together, about 30mm high.	
ARM222 Cryo Generator & Small Power Unit	\$9.95
37mm high Cryo Generator and 25mm high Small Power Unit.	
ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank	\$9.95
37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.	
ARM230 Large Tri-Tank Fuel Cells	\$14.95
Three large round chemical storage tanks connected together, about 50mm high.	
ARM232 Large Cryo Generator	\$12.50
One large Cryo Generator, about 60mm high.	
ARM234 Large Fuel Processor (1)	\$9.95
One large Fuel Processor, about 40mm high.	
ARM236 Large Cryo Tanks (2)	\$12.50
Two large spherical Cryo Tanks, about 60mm high.	
ARM240 Power Grid (2)	\$11.00
Two pieces of a Power Grid, one about 20mm high, the other 45mm high.	

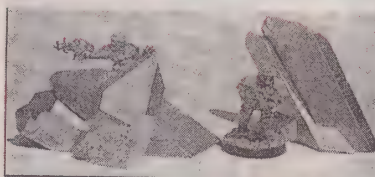
### Containers

ARM310 Small Wooden Crates (9 crates)	\$9.95
ARM312 Medium Wooden Crates (6 crates)	\$9.95
ARM314 Medium Vertical Wooden Crates (4 crates)	\$9.95
ARM316 Medium Vertical Metal Crates (4 crates)	\$9.95
ARM320 Large Wooden Crates (4 crates)	\$12.50
ARM322 Large Metal Crates (4 crates)	\$12.50
ARM324 Large Vertical Wooden Crates (3 crates)	\$12.50
ARM326 Large Vertical Metal Crates (3 crates)	\$12.50
ARM340 Stack of Crates Set 1 (2 stacks)	\$11.50
ARM342 Stack of Crates Set 2 (2 stacks)	\$11.50
ARM380 Barrels & Drums (7)	\$12.50
ARM382 Wooden Barrels (7)	\$12.50

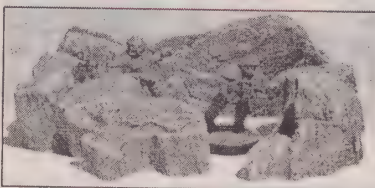
ARM510 Mechanic's Tool Boxes (8)	\$11.50
Eight tool boxes, jerry cans, storage boxes, etc.	

### Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)	\$11.50
Two outcroppings of huge crystals, about 4cm tall.	
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)	\$11.50
Two more outcroppings of huge crystals, about 4cm tall.	
ARM430 Outcroppings of Giant Fluorite Crystals (2)	\$11.50
Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.	
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$11.50
Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.	
ARM438 Outcroppings of Giant Pyrite Crystals Set 2 (2)	\$11.50
Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths.	
ARM442 Large & Small Sandstone	\$11.50
The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high.	
ARM444 Slate Wall & Mesas	\$11.50
A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!	



(412) QUARTZ CRYSTALS 1



(444) SLATE WALL AND MESAS

## Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revolutionary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.

GH105 WORLDPAK GameScape Green Set	\$185.00
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help	

lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment.

GH110 Hill Set GameScape Green	\$94.95
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the <i>Worldpac</i> sets.	

GH120 Rough Hill Set GameScape Green	\$94.95
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your <i>Worldpac</i> sets. I bought one of these too.	

GH1301 The Expander Set GameScape Green	\$174.95
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.	

GH1601 Master Terrain Set GameScape Green	\$539.95
Over 64 square feet of tabletop landscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornerlocks.	

GH205 WORLDPAK GameScape Desert Set	\$185.00
Identical to GH105, except that everything is colored desert sand.	

GH305 WORLDPAK BattleScape Green Set	\$229.95
Identical to GH105, except that the landscape tiles and BattleScape flocked mat have a 1/2" hexagonal grid printed on them, for playing games such as <i>BattleTech</i> .	

GH405 WORLDPAK BattleScape Desert Set	\$229.95
Identical to GH305, except that everything is colored desert sand.	

GH500 CAVERNSCAPE	\$199.95
Designed specifically for Dungeon style RPGs or any game intended to be played underground. Contains 45 cavern pieces including 7 new shapes designed just for this set, some of which have tunnels running through them to provide entrances and exits to other levels and hidden rooms. Also include is a 90cm x 120cm felt mat to provide a base. The tops of all the shapes and the mat are printed with a stonework grid to aid movement of units, etc. Includes 9 sample map setups.	

GEOHEX TERRAIN CLOTHS	
GSMAT-G Green flocked 120x180cm terrain cloth.	\$53.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutely stunning - and the flock does not come off.	
GSMAT-D Desert flocked 120x180cm terrain cloth.	\$53.00
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth.	\$63.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth.	\$63.00
GSMAT-S Blue seascape 120x180cm terrain cloth.	\$48.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth.	\$56.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth.	\$48.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth.	\$56.00



## Grendel

### 25mm Fantasy Resin Boxed Scenery

GRNF0014 Pharaohs Tomb	\$33.00
15cm x 14cm tomb gateway, with 2 stone gods	
GRNF0016 Norse Giant (16cm tall)	\$36.00
GRNF0017 Black Dragon	\$29.50
GRNF0019 Fire Demon (Huge halpog)	\$28.00
10mm high, 120mm wingspan	
GRNF0030 Black Ores (12 25mm figures, 4 types)	\$25.00
GRNF0031 Bear Clan Barbarian Axemen	\$25.00
(12 25mm figures, 4 types)	
GRNF0032 Dwarf Goliath Warmachine	\$40.00
(Huge mobile bombard & twin cannons)	
GRNF0033 Black Ore Warriors (2)	\$35.00
GRNF0042 Pits & Traps (Man trap, trap door, 1 ton weight, sprung pit, sliding door panel, Indiana stone disc pit)	\$30.00
GRNF0047 Barbarian Huts (2 large huts)	\$30.00
GRNF0051 Ruined Acropolis (see photo below)	\$44.95

GRNF0058 DWARVEN GUN TOWER	\$35.00
(Huge 2 level gun tower with dwarf mortar)	
GRNF0059 Wyvern's Eerie	\$28.00
GRNF0060 Barbarian Longhouse	\$30.00
GRNF0061 Siege Tower	\$35.00
GRNF0062 Catapults and Ballista	\$30.00
GRNF0063 Goblin Wantovers	\$28.00
GRNF0065 Zombie Dragon	\$37.50
GRNF0066 Bronze Dragon	\$37.50
GRNF0067 Trebuchet	\$37.50
GRNF0068 Ruined Keep	\$38.95
GRNF0069 Battering Ram	\$37.50
GRNF0070 Swamp Creature	\$30.00
GRNF0071 Golem Wyvern	\$40.00
GRNF0074 Earth Elemental	\$30.00
GRNF0075 Red Dragon	\$52.50
GRNF0078 Nubian Pyramid	\$40.00
GRNL0001 Necrosaur with Harpoon	\$45.00
GRNL0002 Necrosaur with War Tower	\$45.00

### Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRNI0002 BARRELS	\$15.00
GRNI0003 PORTCULLIS	\$12.00
GRNI0004 UNEARTHED CRYPT	\$15.00
GRNI0005 BANQUET TABLE	\$15.00



# 46 - Scenery for Miniatures

GRN10006	SNUG PUB	\$15.00
GRN10008	CYCLOPS GATEWAY	\$12.00
GRN10009	TAVERN BEDS	\$15.00
GRN10010	SKULL FOUNTAINS	\$15.00
GRN10011	DEVIL HEADED THRONE	\$15.00
GRN10012	DAIS	\$12.00
GRN10013	SKULL GATE & ALTAR	\$12.00
GRN10014	RAM SKULL GATE	\$12.00
GRN10015	DEMONIC ALTAR	\$12.00
GRN10016	DRAGON PORTAL	\$12.00
GRN10017	GRILLS	\$12.00
GRN10021	CANOE AND RAFT	\$12.00
GRN10022	SNAKE PIT	\$15.00
GRN10023	APOTHECARY	\$15.00
GRN10024	GALLOWS & STOCKS	\$15.00
GRN10025	FANTASY ROCKET BATTERY	\$15.00
GRN10026	ROCK DRAGON	\$12.00
GRN10027	MAGICIANS ACCESSORIES	\$15.00
GRN10028	MANTLET & SPOTTER POSITION	\$15.00
GRN10029	CARTS & WAGONS	\$15.00
GRN10030	SPIRAL STAIRCASE	\$15.00
GRN10031	DUNGEON CRAWLERS	\$15.00
GRN10032	THE GUARDIAN	\$15.00
GRN10035	TAVERN KITCHEN	\$15.00
GRN10036	AZTECIAN ENTRANCE	\$15.00
GRN10037	STABLE AND LOFT	\$15.00
GRN10038	TREASURE PILES	\$15.00
GRN10039	CONSOLS SCI-FI	\$15.00
GRN10041	APC	\$18.00
GRN10042	WARRIOR'S BURIAL MOUND	\$15.00
GRN10043	DUNGEON WINDOWS	\$15.00
GRN10044	NECMANCER'S STUDY	\$15.00
GRN10045	ADVENTURERS CAMPSITE	\$15.00
GRN10046	DRAGON SLAYER	\$15.00
GRN10047	ARMORER'S	\$15.00
GRN10048	BARBARIAN THRONE	\$15.00
GRN10049	DUNGEON BEASTIES	\$15.00
GRN10050	ALIEN HIVE	\$15.00
GRN10051	EGYPTIAN SARCOPHAGUS	\$15.00
GRN10052	RUINED EGYPTIAN GATEWAY	\$15.00
GRN10053	TOMB DOORS	\$15.00
GRN10054	CYCLOPS SKULL PORTAL	\$15.00
GRN10055	OLMEC HEAD GATEWAY	\$13.00
GRN10056	AZTECIAN ALTAR	\$13.00
GRN10057	UNEARTHED EGYPTIAN GATE	\$13.00
GRN10058	EGYPTIAN GATE	\$12.00
GRN10059	FALCON GATE	\$13.00
GRN10060	AZTEC DOOR	\$12.00
GRN10061	AZTEC ALTAR	\$12.00
GRN10062	OLMEC RUINS	\$12.00
GRN10066	GREEN GRIFFON BARMAN	\$16.00
GRN10067	GREEN GRIFFON TABLES & CHAIRS	\$16.00
GRN10068	SECURITY GRAV CAR	\$20.00
GRN10069	STREET GANG BUGGY	\$20.00

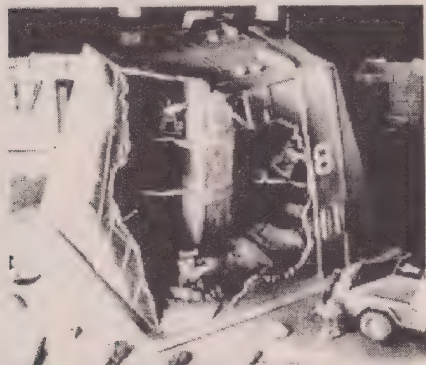
## 25mm Sci-Fi Resin Figures & Scenery

GRNF0008	Sci-Fi Doors & Floors: 6 doors, 8 x A5 cardstock floor plans	\$20.00
GRNF0023	Imperial Marines (10 elite guardsmen)	\$20.00
GRNF0036	Corvus V.T.O.L. Mk IV Assault Carrier	\$40.00

## Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet 1 of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

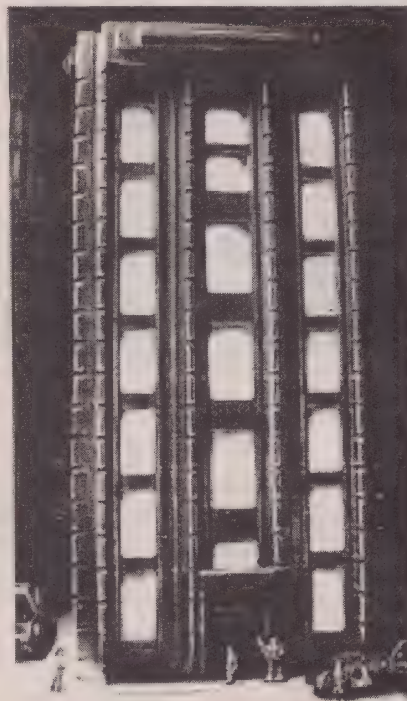
SCI10101	Dirty High-Tech Spaceship Walls	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.		
SCI10102	Space Ship Walls & Rooms	\$21.50
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.		
SCI10103	Alien Giegerequesque Walls & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.		
SCI10104	Alien Lovecraftian Walls & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.		
SCI10201	Castle & Keep Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.		
SCI10202	Dungeon & Catacombs Corridors & Rooms	\$21.50
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.		
SCI1101	BattleField Craters	\$8.00
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.		
SCI1102	Ruined Building with Rubble	\$10.00
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.		
SCI1103	Pyrotechnics Building	\$21.50
More details later. Shipment definitely arriving end of March.		



SCI1103 Pyrotechnics Building

SCI2101	Tudor Inn	\$10.00
A large two story medieval style Tudor Inn. For 25mm only.		
SCI2102	Stone & Thatch Tavern	\$10.00
A long one story medieval style Tavern. For 25mm only.		

SCI2103	Blacksmith's & Stables	\$10.00
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.		
SCI2104	Plain Ol' House	\$10.00
A typical wooden medieval one story house. For 25mm only.		
SCI2107	Mausoleum & Graveyard	\$10.00
For 25mm only.		
SCI2201	Sci-Fi Tower	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.		
SCI2202	Sci-Fi Bunker	\$10.00
A sci-fi tower suitable mostly for Warhammer 40,000, etc.		
SCI2203	Downtown High-Rise	\$34.95
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.		



SCI2204	Space Ship or VTOL Landing Platform	\$18.00
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.		
SCI2205	Pressure Dome	\$10.00
A sci-fi building suitable mostly for Warhammer 40,000, etc.		

SCI2301	Main Fortress (Part of Fortress Generica)	\$18.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.		
SCI2302	Fortified Wall (Part of Fortress Generica)	\$10.00
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.		
SCI2303	Fortified Tower (Part of Fortress Generica)	\$10.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.		



SCI2303 Fortified Tower

## Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flocked, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM.

TER1001	BASIC HILL SET (9)	\$42.50
Contains a good mix of nine hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.		

TER1002	TRANSITIONAL HILL SET	\$27.00
This is an irregular set of four large hills with a hand-crafted dirt slope		

on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.

TER1003	MODULAR HILL SET	\$39.00
This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!		

TER1004	RIDGE LINE SET	\$15.00
Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.		

TER1005	STEEP HILL SET	\$24.00
Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.		

TER1006	LARGE RIDGE LINE SET	\$30.00
This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long.		

TER1007	IRREGULAR HILL SET #1	\$36.00
Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked ontop of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.		

TER1008	TERRAIN SQUARES (1)	\$25.50
These 2 foot square (60cm square) flocked terrain squares can be laid out to provide you with a complete flocked table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 4ft you need 8 squares. If you buy 6 or more of these squares, you may take 10% off the price.		

TER1009	TERRAIN SAMPLER	\$11.95
Three medium sized round hills and one medium sized kidney shaped hill.		

TER1010	IRREGULAR HIT SET 2	\$TBA
Two dogleg hills and two crescent hills.		

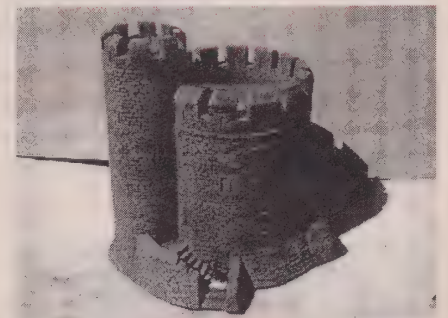
## FX-Distributors

### 1/76<sup>th</sup> Scale Plastic Vac-u-cast Buildings.

Assembly Required

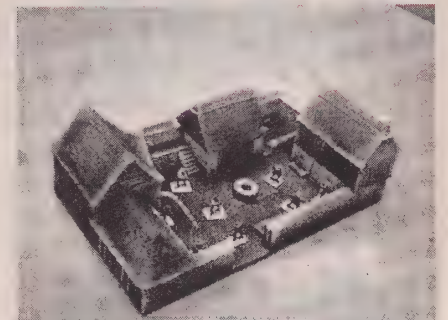
B-101	Atlantic Wall Bunker	\$15.00
B-102	Pillboxes (2)	\$15.00
B-103	Damaged Atlantic Wall Bunker	\$15.00
B-104	Damaged Pillboxes (2)	\$15.00
B-110	Ruined German City House	\$18.50
B-111	Ruined European Church	\$20.50
B-112	Ruined German Government Building	\$20.50
B-115	Ruined Mediterranean Villa	\$29.00

FXKEEP	Large Resin Keep (25mm scale)	\$110.00
Suitable for fantasy, historical, or science fiction.		



FXKEEP Large Resin Keep

FXFARM	Large Resin Farm (25mm scale)	\$130.00
Suitable for fantasy, historical, or science fiction. Two of the buildings have removable roofs, with detail inside.		



FXFARM Large Resin Farm



# MINIATURES & MINIATURES RULES

## COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

## Ancients & Renaissance

### WRG Ancients 7th Ed

**WRG ANCIENTS RULES 7th Edition** Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

**WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC** This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Philip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

**WRG ARMY LISTS Vol #2: Armies of Far East, Asia, America** 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

**WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars** Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed, eg, there are four Carthaginian lists & 6 Roman lists of the same period. **\$16.00**

### D.B.M.

**WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** The best set of ancients and medieval miniatures rules just got better! These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to what they were armed and armored with. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are affected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. The new changes in **WRG D.B.M. 2000** include reclassified Bw(X) that now count as Bw(S) in close combat against mounted, all cavalry with bows dismount now as Bw(O), except for Early Samurai, who are still Bw(S); attackers deployment area is enlarged; all-generals don't commit on a roll of a 1 - only regular infantry troops now move without penalty! Spears are no longer impetuous; all knights follow-up in combat; heavy foot can make 90° turns to contact an enemy flank; kills in your line don't count as an overlap; when an element dies, only those within a base depth behind it die, plus all ranks giving support; mixed infantry-cavalry formations, excluding generals, are penalised when moving, etc. **Due early Nov. \$16.00**

**DBM ARMY LISTS Book #1 3000 BC - 500 BC** A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures, or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

**DBM ARMY LISTS #2 500 BC - 476 AD** A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camilian, Polybian, Marian, Early Middle, Late, & Patrician Roman, Early Carthaginian, Hunnic, Avars, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **\$16.00**

**DBM ARMY LISTS #3 476 AD - 1071 AD** A 76 page book of army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Tottec, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Normans, etc. **\$16.00**

**DBM ARMY LISTS #4: 1071 AD - 1500 AD** The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

## Ancient & Medieval Tournament Board Layouts Book

**Ancient & Medieval Tournament Board Layouts Book** This is a small half-A4 sized booklet with 19 pages that give the layout of 36 gaming boards, specifically designed for use with DBM or any other suitable ancient or medieval miniatures game. I produced this booklet myself using computer graphics. 30 of the board layouts are taken faithfully from DBM tournaments that I have played in over the past four years, so make the perfect boards for practising for tournaments, or for when you hold your own tournaments. The other 6 boards are historical battlefields, being: Gaugamela 331BC, Lake Trasimene 217BC, Cadash 1300BC, Hastings 1066AD, Cannae 216BC, Agincourt 1415AD. **\$4.00**

### D.B.A.

**WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

### Armati

**QUA ARMATI**  
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of *Tactica*. 130 armies are included divided into six periods. Emphasises careful battle planning and execution period, covering the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. **\$27.00**

**Advanced Armati** With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. **\$23.00**

### D.B.R.

**WRG DBR Wargames Rules for Renaissance Battles** This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

**DBR ARMY LISTS BOOK 1** Covers the Great Italian Wars, with Italian Condottieri, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army, Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian, Colonial, Austrian, Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

**DBR ARMY LISTS BOOK 2** It's here at last! This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. Includes German Catholic and Protestant, Swedish & French Thirty Years War, Royalist & Parliamentary English Civil War, Free Cossack, Tartar, Siberian Tribes, Early Danish, Scots Covenanters, etc. **\$16.00**

**DBR ARMY LISTS BOOK 3** It's here at last! Armies of the Eastward Colonial Expansion and of the European Enlightenment. Armies include Dutch and Portuguese Colonial, Tuareg, West Sudanese, East African Pagan, Scots Jacobite, Louis XIV French, Later Ottoman Turk, Later Polish, etc. **\$16.00**

**DE BELLIS CIVILE Scenarios for English Civil War battles** using DBR, by WRG, set in 1642-43. Contains 8 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. **\$16.00**

**WRG HORDES OF THE THINGS**  
See Heading under Fantasy Miniatures Section. **\$16.00**

## WRG History Books

**WRG ARMIES OF THE NEAR EAST 208** page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Medianite Arab, Phoenician, Hittite, Phrygian, Lyban, Minoan, Mycenaean, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **\$45.00**

**WRG ARMIES OF MACEDONIAN & PUNIC WARS 359**  
146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in

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The Roman army as I started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers. Leves as



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MUSMD34	Burgundian Armored Pikeman (1)	\$0.55
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MUSMD39	Medium Bombard & Crew	\$8.25
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MUSMD41	Organ Gun & Crew	\$5.50
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By Museum or Irregular Miniatures

MUSPH01	Pack Horses (3)	\$2.20
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BLEAT4	Goats (3)	\$1.10
SNORT5	Bison (2)	\$1.30
SPITSP7	Pack Camel (1)	\$1.30
MUSPH03	Camel (1)	\$1.10
RAWHID8	Long Horn Cattle (2)	\$1.30
MEHME9	Lambs (4)	\$1.10
WOOF10	Labrador (it's a dog)	\$0.55
GROWL11	Alaskan (it's a dog too)	\$0.55
PHEW12	Mules (2)	\$1.30
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GEEGEE14	Horse (2)	\$1.10

### 15mm Defenses

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Earthen Bank with Wooden Palisade 40mm wide	\$4.00
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Stone Wall 40mm wide	\$1.30
Earthen Ditch 40mm wide	\$4.00
Medieval Tent 35mm wide	\$4.00

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2mm thick, flat metal bases with vertical sides and sharp corners & edges

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## AB ANCIENTS

By Tony Barton

The best ancients figures I've seen, by far, but around 18mm tall.

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ABGR1	Front Rank Hoplite (1) 2 types	\$0.70
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ABGR11	Thessian Cavalier (1)	\$1.40
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CGC3 Spanish Cavalry (3)	\$4.30
CGC6 Carabinier Mounted Command (3)	\$4.30
CGC7 Hannibal and Two Companions (3 mounted)	\$4.30
CGC9 Elephant & Crew (this is a huge elephant!)	\$13.95

Ancient Greek	
GR7 Thracian Pelast (8)	\$4.30
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## Napoleonic Era

### Chef De Bataillon

#### EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. \$42.50

### Empire

#### EMP EMPIRE

By The Emperor's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. \$42.50

#### Empire Campaign System

Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. \$12.00

### Fields of Honor

#### CEE FIELDS OF HONOR 19th Century Rules

These new, high quality production historical miniatures rules cover every battle, campaign and war of the 19th century from 1830 to 1902, including the Crimean War, Great Indian Mutiny, Franco-Prussian War, the American Civil War, Boer War, Zulu Wars, American Indian wars, etc. This 120 page rulebook has realistic, easy to learn mechanics and complete army lists for all of the important wars of this period. Battles can be played at any scale, so you can do a company level battle of Gettysburg at the beginning of the battle, then see what effect that had when resolving the rest of the battle at brigade level. Advanced rules add orders and communication, competence of sub-commanders (there are 18 different personality types, from brash to cautious), etc. 120 pages, B&W photos of the period. \$25.00

### Fire and Steel

#### WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. \$13.50

### Flint & Steel

#### COA FLINT & STEEL 1740 - 1789 RULES

Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. Recreates battles in North America, Europe, and the Far East. Over 300 leaders of the American Revolution are given ratings and details. Also introductory scenarios from the American Revolution and Seven Years War. \$34.95

### From Valmy to Waterloo

#### COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the game takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the game is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the game determines the objectives of his corps and divisions, on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the game must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too

complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$40.00

### Napoleon's Battles

#### AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

### Shako

#### QUA SHAKO

By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. \$27.00

### Warfare in the Age of Reason

#### EMP WARFARE IN THE AGE OF REASON

By The Emperor's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you re-fight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation rules from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 102 tactical maps and a campaign map of Europe, India, and American Colonies. \$27.00

#### Campaigns & Battles From the Age of Reason

Features *Bohemian Blitzkrieg*, a very playable two sided campaign covering Frederick the Great's assault on the Austrian Empire in 1757. Adds Spain and her American Empire to the *Sport of Kings* campaign contained in the primary game; how to create your own scenarios, with seven example scenarios; new tactical maps. \$18.00

### AB 15mm Napoleonic

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

#### French

15mm metal figures available individually

Imperial Guard	
ABIG1 Chasseur a Cheval Mid Trooper (1)	\$1.40
ABIG2 Chasseur a Cheval Mid Officer (1)	\$1.40
ABIG3 Chasseur a Cheval Mid Trooper (1)	\$1.40
ABIG4 Chasseur a Cheval Guard Bearer Mid (1)	\$1.40
ABIG5 Grenadier of the Guard at attention (1)	\$0.70
ABIG6 Grenadier of the Guard Drummer (1)	\$0.70
ABIG7 Grenadier of the Guard Officer (1)	\$0.70
ABIG8 Grenadier of the Guard Eagle Standard Bearer (1)	\$0.70
ABIG10 Chasseur of the Guard at attention (1)	\$0.70
ABIG11 Chasseur of the Guard Drummer (1)	\$0.70
ABIG12 Chasseur of the Guard Officer (1)	\$0.70
ABIG13 Chasseur of the Guard Eagle Standard Bearer (1)	\$0.70
ABIG16 Guard Officer Mounted (1)	\$0.70
ABIG17 Guard Support (1)	\$0.70
ABIG40 Foot artillery crewman (1)	\$0.70
French Generals and Staff	
ABSET1 Mid: Davout, Launes, Lasalle, General	\$6.00
ABSET2 Mid: O'Hood and Nezeux	\$3.00
ABSET3 Six Mounted Marshalls	\$10.00
ABSET4 Six ADCs with horses	\$10.00

#### Imperial French 1806-1813

Line Infantry	
ABIF1 Fusilier, lozenge plate, march attack (1)	\$0.70
ABIF1a Fusilier, lozenge plate, advancing (1)	\$0.70
ABIF2 Fusilier, covered shako, march attack (1)	\$0.70
ABIF3 Fusilier, loading or firing (1)	\$0.70
ABIF4 Fusilier Officer (1)	\$0.70
ABIF5 Fusilier Drummer (1)	\$0.70
ABIF6 Grenadier, shako, plume, march attack (1)	\$0.70
ABIF6a Grenadier, shako, plume, advancing (1)	\$0.70
ABIF7 Grenadier, covered shako, march attack (1)	\$0.70
ABIF8 Grenadier, loading or firing (1)	\$0.70
ABIF9 Grenadier Officer (1)	\$0.70
ABIF10 Grenadier Drummer (1)	\$0.70
ABIF11 Voltigeur, shako, plume, skirmishing	\$0.70
ABIF12 Voltigeur, covered shako, skirmishing	\$0.70
ABIF13 Fusilier/Grenadier Eaglebearer (1)	\$0.70
ABIF14 Deuxieme Portails with halberd (1)	\$0.70
ABIF15 Fusilier/Grenadier Standard Bearer (no eagle)	\$0.70
ABIF16 Voltigeur Officer with carbine (1)	\$0.70
ABIF17 Voltigeur Cornet (1)	\$0.70
ABIF18 Mounted Officer (1)	\$1.40
ABIF19 Mounted ADC (1)	\$1.40
ABIF20 Casualty Set (10)	\$8.00
ABIF21 Cheering Infantry (5)	\$0.70
ABIF22 Pioneer/sapper wearing bearskin cap (1)	\$4.00
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Light Infantry	
ABIF51a Chasseur, march attack (1)	\$0.70
ABIF51b Carabinier, shako, march attack (1)	\$0.70
ABIF51c Carabinier, bearskin, march attack (1)	\$0.70
ABIF52a Voltigeur, colpack, march attack (1)	\$0.70
ABIF52b Voltigeur, shako, skirmishing (1)	\$0.70
ABIF53a Voltigeur, colpack, skirmishing (1)	\$0.70
ABIF53b Light Infantry Officer (1)	\$0.70
ABIF54a Light Infantry Officer, bearskin (1)	\$0.70
ABIF55 Light Infantry Drummer (1)	\$0.70
ABIF55a Lt Inf Drummer, shako & plume (1)	\$0.70
ABIF56 Light Infantry Eagle Bearer (1)	\$0.70
ABIF57 Deuxieme Portails with halberd (1)	\$0.70
ABIF58 Light Infantry Homist, shako & pon-pon (1)	\$0.70
ABIF59 Pioneer/sapper, colpack (1)	\$0.70

Cavalry	
ABIFC1 Line Chasseur, habi-longue (1)	\$1.40

ABIFC2 Line Chasseur, charging (1)	\$1.40
ABIFC3 Line Chasseur Officer (1)	\$1.40
ABIFC4 Line Chasseur Trumpeter (1)	\$1.40
ABIFC5 Elite Chasseur Trooper (1)	\$1.40
ABIFC7 Elite Chasseur Officer (1)	\$1.40
ABF20 Dragon (1)	\$1.40
ABF20a Dragon charging (1)	\$1.40
ABF21 Dragon Officer (1)	\$1.40
ABF22 Dragon Trumpeter (1)	\$1.40
ABF23 Dragon Guidon Bearer (1)	\$1.40
ABF23a Dragon Eagle Bearer (1)	\$1.40
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ABF28 Hussar Officer, shako (1)	\$1.40
ABF28a Hussar Officer, colpack (1)	\$1.40
ABF29 Hussar Trumpeter, shako (1)	\$1.40
ABF29a Hussar Trumpeter, colpack (1)	\$1.40
ABF30 Carabinier, bearskin (1)	\$1.40
ABF31 Carabinier Officer (1)	\$1.40
ABF32 Carabinier Trumpeter (1)	\$1.40
ABF33 Carabinier Standard Bearer (1)	\$1.40
ABF34 Cuirassier Trooper (1)	\$1.40
ABF35 Cuirassier Officer (1)	\$1.40
ABF36 Cuirassier Trumpeter (1)	\$1.40
ABF37 Cuirassier Standard Bearer (1)	\$1.40
ABF38 Cuirassier charging (1)	\$1.40

Artillery	
ABIF70 Foot Artillery Crewman (1)	\$0.70
ABIF71 Foot Artillery Officer (10)	\$0.70
ABIF72 Horse Artillery Crewman	\$0.70
ABF42 6pdr Gun	\$2.50
ABF43 8pdr Gun	\$2.50
ABF44 Limber Set	\$2.50
ABF45 Howitzer	\$2.50
ABF46 12pdr Gun	\$2.50

#### British 1806-1813

Line Infantry	
ABB1 Infantry Centre Coy. marching (1)	\$0.70
ABB2 Infantry Flank Coy. marching (1)	\$0.70
ABB3 Infantry Officer (1)	\$0.70
ABB4 Infantry Drummer (1)	\$0.70
ABB5 Ensign (1) (Early)	\$0.70
ABB5a Ensign with cased Standard (Early)	\$0.70
ABB6 Sergeant with Pike (1)	\$0.70
ABB7 Mounted Officer (1)	\$0.70
ABB7a Highland Mounted Officer (1)	\$0.70
ABB8 Infantry Centre Coy. firing/loading (1)	\$0.70
ABB9 Infantry Flank Coy. skirmishing (1)	\$0.70
ABB10 Infantry Centre Coy. order arms (1)	\$0.70
ABB11 Infantry Flank Coy. order arms (1)	\$0.70
ABB12 Ensign standing, bare pole (1)	\$0.70
ABB13 Ensign standing, cast flag (1)	\$0.70
ABB14 Sergeant Centre Co. standing (1)	\$0.70
ABB15 Sergeant Light Co. standing (1)	\$0.70
ABB16 Rifeman marching at trial (1)	\$0.70
ABB17 Rifeman skirmishing (1)	\$0.70
ABB17a Rifeman firing prone (1)	\$0.70
ABB18 Rifle Officer (1)	\$0.70
ABB19 Rifle Bugler (1)	\$0.70
ABB20 Highland Infantry, Centre Co. marching (1)	\$0.70
ABB21 Highland Infantry, Flank Co. marching (1)	\$0.70
ABB22 Highland Infantry Officer (1)	\$0.70
ABB23 Highland Drummer (1)	\$0.70
ABB24 Highland Piper (1)	\$0.70
ABB25 Highland Ensign (1)	\$0.70
ABB26 Highland Sergeant with pike (1)	\$0.70
ABB27 Highland Flank Co. skirmishing (1)	\$0.70
ABB30 Light Infantry marching (1)	\$0.70
ABB30a Light Infantry advancing (1)	\$0.70
ABB31 Light Infantry skirmishing (1)	\$0.70
ABB32 Light Infantry Officer (1)	\$0.70
ABB33 Light Infantry Drummer (1)	\$0.70
ABB34 Light Infantry Bugler (1)	\$0.70
ABB35 Light Infantry Ensign (1)	\$0.70
ABB36 Officer Light Company (1)	\$0.70
ABB37 Pioneer (1)	\$0.70
ABB38 Centre Co. advancing porte arms (1)	\$0.70
ABB39 Flank Co. advancing porte arms (1)	\$0.70
ABB40 Centre Co. advancing levelled musket (1)	\$0.70
ABB41 Flank Co. advancing levelled musket (1)	\$0.70

Cavalry	
ABBC1 Dragoon, cocked hat (1)	\$1.40
ABBC2 Dragoon, cocked hat, charging (1)	\$1.40
ABBC3 Dragoon Officer, cocked hat (1)	\$1.40
ABBC4 Dragoon Trumpeter, cocked hat (1)	\$1.40
ABBC5 Dragoon, watering cap, overalls (1)	\$1.40
ABBC6 Dragoon, charging, watering cap, overalls (1)	\$1.40
ABBC7 Dragoon Officer, watering cap, overalls (1)	\$1.40
ABBC8 Dragoon Trumpeter, watering cap, overalls (1)	\$1.40
ABBC10 Light Dragoon, helmet (1)	\$1.40
ABBC11 Light Dragoon, helmet, charging (1)	\$1.40
ABBC12 Light Dragoon Officer, helmet (1)	\$1.40
ABBC13 Light Dragoon Trumpeter (1)	\$1.40

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1/72nd scale hard-plastic figures	
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HaT8002 Prussian Dragoons (12 cavalry)	\$11.50
HaT8003 Prussian Uhlans (12 cavalry)	\$11.50
HaT8004 Prussian Artillery (48 pieces)	\$11.50
HaT8008 Brunswick Avante Guard infantry (45 pieces)	\$11.50
HaT8010 Russian Artillery (48 pieces)	\$11.50
HaT7006 Prussian Landwehr Infantry (45 pieces - soft plastic)	\$11.50

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From Valmy to Waterloo Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

**Zulu Wars Army Starter Set \$69.95**  
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

## 19th Century USA

### Deadlands

**PEG THE GREAT RAIL WARS**  
The year is 1876, but the history is not our own. The American Civil



# 50 - Miniatures & Miniatures Rules: 19 Century USA - WWII

War rages on. Most of California has fallen into the Pacific. The Sioux Nations have reclaimed the Dakotas. The dead walk among us. Miners have discovered ghost rock, a wonder fuel that powers the many, mad steam-punk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Tarantulas, Ronin, CSA Troopers, Sharpshooters & Texas Rangers, USA Troopers, Sharpshooters & Pinkertons, Wolves, Walkin' Dead, etc) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value! **\$99.00**

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PEG1204 Huckster.....	\$5.50
PEG1205 Mad Scientist.....	\$5.50
PEG1206 Indian Brave.....	\$5.50
PEG1207 Shaman.....	\$5.50
PEG1208 Preacher.....	\$5.50
PEG1209 Saloon Gal.....	\$5.50
PEG1210 Pinkerton.....	\$5.50
PEG1211 Texas Ranger.....	\$5.50
PEG1212 Range Gal.....	\$5.50
PEG1213 Sawbones.....	\$5.50
PEG1214 Gunslinger.....	\$5.50
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PEG1216 Muckraker.....	\$5.50
PEG1217 Hangin' Judge.....	\$5.50
PEG1218 Pyro Master.....	\$5.50
PEG1219 Demolitionist.....	\$5.50
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### QUA FIRE & FURY

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. **\$30.00**

○ **Great Western Battles Scenario Book** Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. **\$18.00**

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Great Eastern Battles Scenario Book

## Johnny Reb

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3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. **\$30.00**

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### EMP STARS 'N' BARS

3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards **\$18.00**

## Warpaint

### EMP WARPAINT Cavalry & Indian Wars

This is a popular recent release by The Emperor's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but

can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **\$18.00**

25 Piece 15mm Indian Army Pack.....	\$15.00
25 Piece 15mm US Cavalry Army Pack.....	\$15.00
50 Piece 15mm Indian Army Pack.....	\$27.00
50 Piece 15mm US Cavalry Army Pack.....	\$27.00

(Note, mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouaves Infantry (45 pieces, 1/72nd scale, plastic).....\$11.50

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Johnny Reb Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

## WW1, 2 & Modern

## Blue Max

### RAFM BLUE MAX

These are the same rules that GDW released before they closed down. Far above the World War One trenches a different kind of war was being fought, a war without front lines, in which victory depended on individual skill and daring. Successful pilots became national heroes. An easy to play miniatures game, with most of the important information contained in graphic displays, so there are few rules to remember. 39 different planes are given in detail, with individual maneuverability and machine gun fire. **\$32.00**

## Challenger 2000

### TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover tabletop combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

○ **Modern Equipment Handbook Part One** This volume includes equipment specifications and points values for Challenger 2000. This volume covers tanks, tank destroyers, infantry vehicles, fire support vehicles, reconnaissance vehicles, anti-tank guided weapons, and sections on vehicles in current service with other countries. **\$16.00**

○ **Digest 4 Ultra Modern Army Lists Vol 1** Updated army lists for the Central Front including NATO, Warsaw and the European Neutrals, also info on night fighting, new artillery points. **\$16.00**

## Clash of Armor

### COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **\$35.00**

### FROM GOLAN TO SINAI Arab Israeli Wars 1956-73

Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **\$25.00**

PANZERKAMPFE With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. **\$25.00**

ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. **\$22.50**

The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains Clash of Arms rules variants, tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. **\$4.00**

## Command At Sea

### COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and

scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **\$70.00**

### COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **\$10.00**

### NO SAILOR BUT A FOOL Coastal Actions in WW II

A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. **\$27.00**

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. **\$22.50**

### SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitary play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **\$70.00**

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. **\$17.00**

Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. **\$25.00**

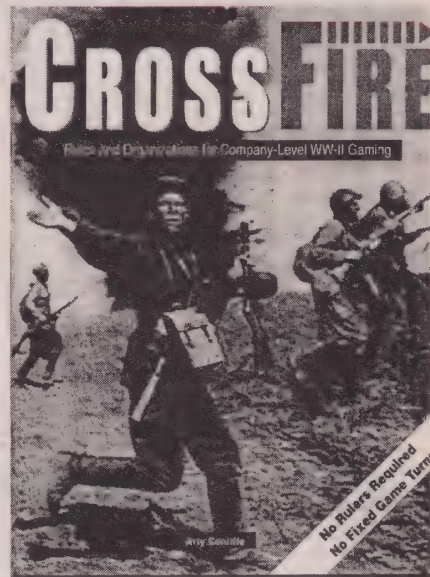
Supermarina I: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). **\$27.00**

The Art of War Magazine # 25 Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire, a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships. **\$4.00**

## CrossFire

### QUA CrossFire

By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! **\$27.00**



## Firefly

### TAB FIREFLY

World War Two tabletop actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main belligerents of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **\$16.00**

## Harpoon 4

### COA HARPOON 4

Harpoon 4 simulates modern naval warfare. Its rules explain how



ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. **\$80.00**

**Harpoon Rules** The rules that come in the game, also available separately. **\$26.00**

**Harpoon 4 Quickstart Rules** The Quickstart Rules that come in the game, also available separately. **\$16.50**

**Harpoon 4 Data Annexes** The Data Annexes that come in the game, also available separately. **\$27.00**

**Harpoon 4 Players Handbook** The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **\$13.50**

**Harpoon 1997 Naval Review** Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. **\$30.00**

## Panzerfaust-Armored Fist

### JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Usable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rarity factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **\$18.00**

## Spearhead

### QUA SPEARHEAD

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spearhead*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price \$29.95**

○ **Where the Iron Crosses Grow** 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **\$25.00**

○ **Blaze Across the Sand** 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941, 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minefields, etc. Written for *Spearhead* but can be used with any WW2 rules set. **\$25.00**

1/300th Scale Crater Pack (20 craters, various sizes) .....\$6.00  
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urethane.

## Seekrieg

### XEN SEEKRIEG NAVAL MINIATURES RULES

Both novice and experienced players will find this game a must for either gaming or for historical reference. You won't find a more complete set of rules for the entire 1890 through 1945 period of naval warfare. Every ship, aircraft, electronics, torpedo and armament data have been included to cover almost every nation of the world that had naval warships, including Argentina, China, Russia, Germany, France, USA, Great Britain, Turkey, etc. The game can be played with scales from 1:4800 - 1:1200 or even larger if you have the space. Includes a 36 page rulebook with simple and optional rules, the Ship Data Vol 1 76 page book, a folio of game charts with 69 tables. **\$25.00**

**Seekrieg Ship Data Vol II**

This volume provides data for all major surface units afloat at the start of WWII and also provides additional data concerning alternations and additions performed throughout the conflict. Ship data for neutral countries and non-participants has also been included. 52 pages. **\$15.00**

**Seekrieg Ship Data Vol I**

This book is included in the Seekrieg boxed game. But as this book contains 76 pages of historical data listing over 700 different ship classes, their speed, size, armament, armor, mines carried, catapults, names of those in the class, torpedo and aircraft compliments, etc, etc, from 19 different countries from 1890 - 1945, and 300 different aircraft types 1913-1945, we thought we would offer the book separately, for those who are simply naval history buffs. **\$5.00**

### World War One HaT Figures

1/72nd scale soft-plastic figures

HaT7001	WW1 German Infantry (45 pieces)	\$11.50
HaT7002	WW1 British Infantry (45 pieces)	\$11.50
HaT7003	WW1 French Infantry (45 pieces)	\$11.50
HaT7004	WW1 US Infantry (45 pieces)	\$11.50
HaT7005	WW1 British Artillery (45 pieces)	\$11.50
HaT7007	WW2 Italian Infantry (45 pieces)	\$11.50

## Tabletop Complete Armies

**World War Two Air Combat** **\$39.95**

Newbury 1930-1960 Rules, 8 x Skyrex 1/300th aircraft, dice.

**WW II Micro Starter Set: USA Vs German** **\$64.95**

Firefly Rules, and 45 Irregular 1/300th tanks, & 2 dice.

**WWII Micro Starter Set: Russian Vs German** **\$64.95**

Firefly Rules, and 45 Irregular 1/300th tanks, 2 dice.

**Modern Micro Starter German Vs Soviet** **\$64.95**

Challenger 2000 rules, and 35 Irregular AFVs, 2 dice

**Modern Micro Starter USA Verses Soviet** **\$64.95**

Challenger 2000 rules, and 35 Irregular AFVs, 2 dice

# Fantasy

## Alternative Armies

Another miniatures company in the UK, Alternative Armies is now gaining popularity with a new Napoleonic-fantasy miniatures rules system. We have imported the principal boxed sets for the game. If you are interested in us carrying the range of blistered figures, selling for around \$11.95 each, please let us know.

### ALT FLINTLOCKE - The Skirmish

Sharke's Orc Riflemen battle against the finest Elf Voltigeurs in the first in a series of Black Powder skirmish fantasy miniatures games, based on the Napoleonic era, set in the war-torn land Valon. The Elven Emperor Mordred has harnessed the unholy power of gunpowder and marches across the world. Only the Orcs of Albion stand between him and victory. Contains the 32 page rulebook, three scenarios, reference tables, and 16 exaggerated 35mm metal miniatures of orcs and elves. **\$39.95**

### ALT DEADLOQUE - Death in the Snow

Mordred's lust for power has lead him into the Witchlands. Can even his mighty Elven army stand against Czar Alexander's Hordes of Undead? The Undead, unlike living beings, cannot be shattered by one volley of musket fire. Hit once, they would, just get back up again. A chilling skirmish game. Contains a 32 page rulebook, three scenarios, and 6 elf and 10 undead 35mm miniatures, and reference tables. **\$39.95**

### ALT GRAPESHOTTE - Reign of Death

The Queen of Battles - this is the Artillery. Rules for Cannons and other weapons from the arsenal of Valon. For use with Flintlocke and Deadloque, this stunning boxed set includes 96 page rules for Skirmishing artillery, rocket troops, sappers, engineers, updated small arms statistics, 9 scenarios, 5 dice, templates, and two artillery pieces, one Field Gun and one Howitzer. **\$39.95**

### ALT 1st Troop Royal Albion Horse Artillery

A superb orc horse artillery team for use with Grapshot. The set includes 4 horses, mounted and foot crew miniatures, a limber, and two Six Pounder cannons. Now you can put your artillery on the table and move it with the ease of a pistol! **\$39.95**

### ALT 2eme Artillerie A'Cheval De La Garde

The Elven Emperor's Jeune Fils strike back in this set of elite Horse Artillerie designed to bring carnage and confusion to your enemy's battle lines. Contains a 4 horse team, limber, light cannon, four mounted and dismounted artillery crew, one mounted & dismounted officer. This highly mobile unit can be anywhere you like on the battlefield, and just a move or two later be elsewhere. **\$39.95**

## Harlequin Miniatures

A sort of new company in the UK, with the sculptors being primarily ex-Games Workshop staff, including Kev Adams. Many of the figures are suitable for use with other fantasy miniatures games systems, and some of them have plastic bases and occasionally plastic clip-on shields.

### HAR RAVEN FANTASY MINIATURES RULES

It is the beginning of the Fourth Age. A time wracked with turmoil, a time of change. Alliances which held fast for centuries have dissolved. Technology and magic are on the advance. Gnomish engineers working with dwarves have harnessed the power of steam. Shadow elves continue to spread terror throughout the land and the migration southwards of the Barnorsk orc forces is proving to be a matter of concern to all. This rules are 144 pages and fully illustrated with complete battle rules, army lists, background info, spell grimoires and color guide to every miniature produced by Harlequin Miniatures. This is a game of tactics. The races covered are the Vardulak Vampire Masters of the Drakul Knights, Wood Elves, Shadow Elves, High Elves, Barbarians, Barnorsk Orcs, Undead, Kustoss Orcs, Kzar, Helsingians, Ver'men, Beastmen, Dwarfs, Saracens, Goblins, Nightlings and the bestiary. **\$31.95**



## 1050 Liche Lord

### Undead

Typical undead figures in an exaggerated 25mm scale.

HAR1001	Skeleton Warriors (Guards) Spear & Shield (3)	\$8.95
HAR1002	Skeleton Warriors (Fighters) Hand Weapons (3)	\$8.95

HAR1003	Skeleton Warriors (Guards) Spear & Shield (3)	\$8.95
HAR1004	Skeleton Warriors 2 with Bow, 1 with Scythe (3)	\$8.95
HAR1005	Skeleton Warriors Sword or Axe & Shield (3)	\$8.95
HAR1006	Skeleton Heroes with Two Handed Weapons (3)	\$8.95
HAR1007	Skeleton Warriors with Sword & Shield (3)	\$8.95
HAR1008	Skeleton Heroes, Scythe, Spear, & Sword (3)	\$8.95
HAR1009	Skeleton Soldiers, With Plastic Shields (3)	\$8.95
HAR1010	Skeleton Veteran Warriors (3)	\$8.95
HAR1011	Skeleton Archers (3)	\$8.95
HAR1012	Skeleton Foot Knights (3)	\$8.95
HAR1013	Armored Skeleton Warriors (3)	\$8.95
HAR1014	Skeleton Elite Soldiers (3)	\$8.95
HAR1015	Skeleton Grim Reapers (3)	\$8.95
HAR1030	Zombie Warriors (3)	\$8.95
HAR1031	Enslaved Zombies (3)	\$8.95
HAR1032	Enslaved Zombies Warriors (3)	\$8.95
HAR1040	Wraiths (3)	\$8.95
HAR1041	Wights (3)	\$8.95
HAR1042	Spectres (2)	\$8.95
HAR1043	Skeletal Spectres (2)	\$8.95
HAR1046	Ghosts (3)	\$8.95
HAR1050	Liche Lord (1)	\$6.50
HAR1051	Spectre Champion Due Dec	\$6.50
HAR1060	Mummies (3)	\$8.95
HAR1070	Ghouls (3)	\$8.95
HAR1098	Wraith Rider (1)	\$8.95
HAR1099	Skeleton Cavalry with Scythe & Shield (1)	\$8.95
HAR1910	Skeletons with Sword & Shield (5)	\$10.95
HAR1911	Skeleton Archers (5)	\$10.95

### Kustoss Orcs

Tall, skinny orcs in chain-mail or plate armor, exaggerated 25mm scale.

HAR2101	Kustoss Orc Command, General & Standard Bearer (2)	\$8.95
HAR2102	Kustoss Orc Archers in Chain-mail (3)	\$8.95
HAR2103	Kustoss Orc Elite Warriors in Plate Armour (3)	\$8.95
HAR2104	Kustoss Orc Command II Shaman & Drummer (3)	\$8.95
HAR2105	Kustoss Orc Elite II in Plate Armour (3)	\$8.95
HAR2106	Kustoss Orc Archers in Chain-mail (3)	\$8.95
HAR2107	Kustoss Orc Ballista & 2 Crew	\$12.95
HAR2199	Kustoss Orc Boar Rider in Plate Armour (1)	\$8.95
HAR1924	Kustoss Orcs with Swords (5)	\$10.95
HAR1925	Kustoss Orcs with Bows (5)	\$10.95
HAR7902	Kustoss Orc Siege Catapult & 4 Crew	\$38.95

### Barnorsk Orcs

Typical orcs in exaggerated 25mm scale. By Kev Adams.

HAR2301	Barnorsk Orc Warriors with Hand Weapons (3)	\$9.95
HAR2302	Barnorsk Orc Fighters with Hand Weapons (3)	\$9.95
HAR2303	Barnorsk Orc Guard with Hand Weapons (3)	\$9.95
HAR2304	Barnorsk Orc Heroes with Hand Weapons (3)	\$9.95
HAR2305	Barnorsk Orc Warriors with Hand Weapons (3)	\$9.95
HAR2306	Barnorsk Orc Elite with Hand Weapons (3)	\$9.95
HAR2307	Barnorsk Orc Fighters with Hand Weapons (3)	\$9.95
HAR2308	Barnorsk Orc Elite with Hand Weapons (3)	\$9.95
HAR2309	Barnorsk Orc Crossbowmen (3)	\$9.95
HAR2350	Barnorsk Orc Champion (1)	\$8.95
HAR2351	Barnorsk Orc Shaman (1)	\$8.95
HAR1927	Barnorsk Orcs With Club & Shield (5)	\$12.95
HAR1928	Barnorsk Orc Crossbowmen (5)	\$12.95
HAR7907	Barnorsk Orc War Mammoth with 3 Crew in Howdah	\$74.95

### Barbarians

Typical Conan style barbarians in exaggerated 25mm scale.

HAR3101	Barbarian Heroes with Hand Weapons (3)	\$8.95
HAR3102	Barbarian Raiders with Hand Weapons (3)	\$8.95
HAR3103	Barbarian Champions with Hand Weapons (3)	\$8.95
HAR3104	Barbarian Warriors with Hand Weapons (3)	\$8.95
HAR3105	Barbarian Fighters with Hand Weapons (3)	\$8.95
HAR3106	Barbarian King being carried on his shield (3)	\$12.95
HAR3107	Barbarian Berserkers with Hand Weapons (3)	\$10.95
HAR3108	Barbarian Veterans (3)	\$8.95
HAR3109	Barbarian Tribesmen (3)	\$8.95
HAR3110	Barbarian Scouts (3)	\$8.95
HAR3111	Barbarian Blood-Questers with Hand Weapons (3)	\$8.95
HAR3112	Barbarian Elite Guard (3)	\$8.95
HAR3198	Barbarian Cavalry with Sword (1)	\$8.95
HAR3199	Barbarian Cavalry with Mace & Shield (1)	\$8.95
HAR1934	Barbarians with Axes (5)	\$10.95



## 3106 Barbarian King (set)



## 3107 Barbarian Berserkers

### Wood Elves

Typical wood elves in exaggerated 25mm scale. By Kev Adams.

HAR4001	Wood Elf Command (Commander, Standard, etc) (3)	\$8.95
HAR4002	Wood Elf Archers (3)	\$8.95
HAR4003	Wood Elf Guards with Hand Weapons (3)	\$8.95
HAR4004	Wood Elf Warriors with Sword & Shield (3)	\$8.95
HAR4005	Wood Elf Archers II (3)	\$8.95
HAR4006	Wood Elf Fighters, Bowman, Spearman, Swordsman (3)	\$8.95
HAR4007	Wood Elf Archers III (3)	\$8.95
HAR4008	Wood Elf Soldiers, Bowman, Spearman, swordsman (3)	\$8.95
HAR4009	Wood Elf Militia (Archers) (3)	\$8.95
HAR4010	Wood Elf Guard Command (3)	\$8.95
HAR1940	Wood Elf Swordsman (5)	\$10.95
HAR1941	Wood Elf Archer (5)	\$10.95
HAR7125	Wood Elf Treeman (1)	\$25.95

### Shadow Elves

Typical Evil Elves in exaggerated 25mm scale.

HAR4101	Shadow Elf Lords (3)	\$8.95
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# 5 - Miniatures & Miniatures Rules: Fantasy

HAR4102	Shadow Elf Sacrificers (3)	\$8.95
HAR4103	Shadow Elf Labyrinth Guards (3)	\$8.95
HAR4104	Shadow Elf Sorcerers (3)	\$8.95
HAR4105	Shadow Elf Warriors (3)	\$8.95
HAR4106	Shadow Elf Assassins (3)	\$8.95
HAR4107	Shadow Elf Ballista & 2 Crew	\$12.95
HAR4108	Shadow Elf Crossbowmen (3)	\$8.95
HAR4109	Shadow Elf Crossbowmen (3)	\$8.95
HAR4108	Shadow Elf Lizardrider with Sword & Shield (1)	\$8.95
HAR4109	Shadow Elf Lizardrider with Lance (1)	\$8.95
HAR4194	Shadow Elf Swordsman (5)	\$10.95



4108 Shadow Elf

## High Elves

Typical High Elves in exaggerated 25mm scale.

HAR4201	High Elf Command, Banner, Commander, Champion	\$8.95
HAR4202	High Elf Archers (3)	\$8.95
HAR4203	High Elf Guard with Spears (3)	\$8.95
HAR4204	High Elf Warriors with Swords (3)	\$8.95
HAR4205	High Elf Elite Swordsmen (3)	\$8.95
HAR4206	High Elf Militia Archers (3)	\$8.95
HAR4207	High Elf Militia Spearmen (3)	\$8.95
HAR4208	High Elf Line Archers (3)	\$8.95
HAR4209	High Elf Veteran Swordsmen (3)	\$8.95
HAR4210	High Elf Militia Archers (3)	\$8.95
HAR4211	High Elf Spearmen (3)	\$8.95
HAR4212	High Elf Militiamen (3)	\$8.95
HAR1947	High Elf Spearman (5)	\$10.95
HAR1948	High Elf Archers (5)	\$10.95

## Goblins

Typical goblins in exaggerated 25mm scale. By Kev Adams.

HAR6001	Goblin Command (3)	\$8.95
HAR6002	Goblin Guards with 2 Handed Weapons (3)	\$8.95
HAR6003	Goblin Warriors, 2 with Bow, 1 with Club (3)	\$8.95
HAR6004	Goblin Heroes, Banner, Axe, Ball & Chain (3)	\$8.95
HAR6005	Goblin Guards, 2 with Bow, 1 with Club (3)	\$8.95
HAR6006	Goblin Fighters with 2 Handed Weapons (3)	\$8.95
HAR6007	Goblin Fighters (3)	\$8.95
HAR6008	Goblin Heroes (3)	\$8.95
HAR6009	Goblin Warriors, 2 with Spear, 1 with Bow (3)	\$8.95
HAR6010	Goblin Champions (3)	\$8.95
HAR6011	Goblin Warriors II (3)	\$8.95
HAR6012	Goblin Command II, Banner, Commander, Champion	\$10.95
HAR1960	Goblin Swordsman (5)	\$10.95
HAR1961	Goblin Bowman (5)	\$10.95

## Lesser Goblins

Small Goblins in exaggerated 25mm scale. By Kev Adams.

HAR6101	Lesser Goblin Scouts (Snottlings) (6)	\$8.95
HAR6102	Lesser Goblin Fighters (Snottlings) (6)	\$8.95
HAR6103	Lesser Goblin Warriors with spears (Snottlings) (6)	\$8.95
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8302 Saracen Lords

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RAL01411	MALDRONE THE EXORCIST	\$12.95
RAL01412	VALAZ, RAVENHEART	\$11.50
RAL01413	BOK THE BARBOLVLENT	\$12.95
RAL01414	SARAK, BLOODBEAST	\$12.95
RAL01415	BARON DIABOLAK DEATH KNIGHT	\$12.95
RAL01416	LADY PALADIN MTD & FT	\$12.95
RAL01417	NOMAD WARRIOR WOMAN (FT&MTD)	\$12.50
RAL01504	TAKHIS RULER CHROMATIC DRAGON	\$119.95
RAL01506	SLAVE AUCTION LIMITED EDITION	\$99.95
RAL01507	GOLDEN CHAOS DRAGON LIMITED EDITION	\$139.95
RAL01601	DWARF CHAMPION W/SWORD (1)	\$3.50
RAL01602	ORC KING W/SWORD (1)	\$3.50
RAL01603	NECROMANCER W/WAND (1)	\$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	\$4.50
RAL01605	GNOME MASTER THIEF W/SWORD (1)	\$3.50
RAL01700	MAN WITH MEGALICTIS	\$8.95
RAL01701	MAN WITH CAVE LION	\$8.95
RAL01702	MALE WITH RUNNING HYENA	\$8.95
RAL01703	WOMAN WITH SABERTOOTH TIGER	\$8.95
RAL01710	HUNTRESS AND HUNTING DRAGON	\$11.95
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RAL01318	HOBBIT THIEF 3-STAGE CHRCT (3)	\$9.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	\$9.95
RAL01320	PALADIN PLAYER CHARACTER (3)	\$9.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHACT (3)	\$9.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	\$9.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	\$9.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	\$9.95
RAL01325	DRUID (3 STAGE) (3)	\$9.95
RAL01326	CLERIC 3-STAGE CHARACTER (3)	\$9.95
RAL01328	ANTI-PALADIN (3)	\$9.95
RAL01329	ELF FIGHTER/MAGE (3)	\$9.95
RAL01330	FIGHTER W/AXE (3)	\$9.95
RAL01332	FEMALE FIGHTERS (3)	\$9.95
RAL01333	WIZARD MAGE W/STAFF (3)	\$9.95
RAL01334	GNOME ILLUSIONIST (3)	\$9.95
RAL01336	NINJA PLAYER CHARACTER (3)	\$9.95
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RAL02003	HIGH ELF IRREGULARS WITH SPEARS (6)	\$14.50
RAL02004	HIGH ELF IRREGULARS FIRING BOWS (6)	\$14.50
RAL02005	FEMALE HIGH ELF IRREGULARS W/BOWS (6)	\$14.50
RAL02006	HIGH ELF REGULARS WITH AXES (6)	\$14.50
RAL02007	HIGH ELF REGULARS WITH SPEARS (6)	\$14.50
RAL02008	HIGH ELF REGULARS WITH BIG AXES (6)	\$14.50
RAL02009	HIGH ELF REGULARS FIRING BOWS (6)	\$14.50
RAL02010	FEMALE HIGH ELF REGULARS W/BOWS (6)	\$14.50
RAL02011	IRREGULAR ELF SERGEANTS (6)	\$15.50
RAL02012	REGULAR ELF SERGEANTS (6)	\$15.50
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RAL02033	DWARVES WITH 2 HANDED AXES (6)	\$12.95
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RAL02038	DWARF W/CROSSBOW (6)	\$12.95
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RAL02040	SKELETON COMMAND (4)	\$12.95
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RAL02043	SKELETAL ARCHERS	\$12.95
RAL02044	ASSTD SKELETAL MEELEE	\$12.95
RAL02045	DEALERS OF DEVASTATION	\$12.95
RAL02046	GOBLIN COMMAND (4)	\$12.95
RAL02051	GOBLIN SPEARMEN (6)	\$13.95
RAL02052	GOBLIN SWORDSMEN (6)	\$12.95
RAL02053	GOBLIN ARCHERS (6)	\$12.95
RAL02054	GOBLIN BERSERKERS (6)	\$13.95
RAL02060	GOBLIN WAR CHARIOT	\$28.50
RAL02061	GOBLIN WOLF RIDER (3)	\$14.95
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RAL02063	LESSER ORC MEELEE TROOPS	\$12.95
RAL02064	MIXED ORC SPEARMEN (6)	\$12.95
RAL02065	MIXED ORC SWORDMEN (6)	\$12.95
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RAL02077	ORC ARCHERS (6)	\$12.95
RAL02079	ORC COMMAND GROUP	\$12.95
RAL02080	ORC LEGIONARIES (6)	\$13.50
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RAL02083	ORC GLADIATOR AUXILIARIES (6)	\$12.95
RAL02084	ORC LEADER & GUARDS (5)	\$13.50

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RAL02094	WOLF RIDERS & WOLF	\$12.95
RAL02095	CENTAUR SKIRMISHERS	\$12.95
RAL02110	LORD GOODWINS COMMAND (4)	\$12.95
RAL02111	KNIGHTS OF JUSTICE	\$12.95
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RAL02113	LEGION OF JUSTICE ARCHERS (6)	\$12.95
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	\$12.95
RAL02140	TROLL SHAMAN & LEADER	\$12.95
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RAL02142	TROLL ROCK THROWERS	\$12.95
RAL02143	TROLL HEAVY INFANTRY	\$12.95
RAL02144	TROLL LIGHT INFANTRY	\$12.95
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RAL02146	OGRE STANDARD (1)	\$8.95
RAL02147	OGRE HEAVY ASSAULT TROOPS (2)	\$13.50
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RAL02149	OGRE SPEARMAN (2)	\$13.50
RAL02150	OGRE CHAMPION & HERALS	\$15.50
RAL02151	OGRE GUARDSMEN (2)	\$15.50
RAL02161	DWARF BOMBARD & (3) CREW	\$12.95
RAL02162	DWARF FORTRTH & (4) CREW	\$18.50
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RAL02180	SKELETONS FOOT COMMAND GROUP (5)	\$14.50
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RAL02421	DEMON TREE (1)	\$9.95
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## ENCOUNTERS OF THE IMAGINATION

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RAL02503	EVIL TOAD ON PEDESTAL (3)	\$14.95
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RAL02505	PIRATES & SAILORS (4)	\$12.50
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RAL02516	EARTH MASTER (3)	\$14.95
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RAL02521	CLERGY (4)	\$11.95
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RAL02523	PEASANT LABORER (4)	\$13.50
RAL02524	KINGS GUARDS MUSKETEERS	\$13.50
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RAL02910	LIONS (MALE & FEMALE)	\$6.50
RAL02911	ATTACK DOGS	\$6.50
RAL02912	GIANT RAT	\$6.95
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RAL02931	FIGHTING PALADIN	\$3.50
RAL02932	ANTIHERO W/2 HANGED AXE	\$3.50
RAL02934	BARBARIAN GIANT	\$11.95
RAL02936	ARMORED MINOTAUR W/SWORD	\$9.00
RAL02937	FIGHTING PEGASUS	\$9.95
RAL02938	SKELETON WARRIORS (4)	\$12.50
RAL02940	SKELETAL GIANT	\$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	\$17.50
RAL02944	DRAGONMEN	\$9.95
RAL02945	SABRETOOTH	\$4.95
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RAL02950	UNDEAD NINJA	\$3.50
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RAL02954	WINGED DEMON LORD	\$11.95
RAL02955	EVIL DRAGON	\$17.95
RAL02958	FAMILIARS (MULTIPLE)	\$3.50
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RAL02963	FEMALE MAGIC USERS	\$8.95
RAL02967	BALROG	\$11.50
RAL02968	CENTAUR ADVENTURERS MALE & FEM	\$9.95
RAL02969	FEMALE PALADIN & ARMED UNICORN	\$14.95
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RAL09015	MAN WITH CAVE LION	\$8.50
RAL09052	MAN WITH RUNNING HYENA	\$8.50
RAL09053	WOMAN WITH SABERTOOTH TIGER	\$8.50
RAL09054	WOMAN WITH HYAENODON	\$8.50
RAL09055	WOMAN WITH CHEETAH	\$8.50

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RAL10311	LARRY ELMORE'S WAR BAND	\$34.95
RAL10312	SILVER & STEEL II	\$31.95
RAL10313	SILVER & STEEL III	\$31.95
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RAL10414	WARLORDS	\$27.95

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RAL10450	Dragon and two thieves stealing her eggs.	\$54.00
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RAL10452P	White & Black Dragons locked in aerial combat.	\$99.00
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RAL10462P	RIDING THE WIND TO VALHALLA	\$50.00
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RAL10464	NIDHOGG THE WYRM	\$40.00
RAL10465	DURINS DOOM	\$50.00
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RAL10602	MTD HERO FIGHTING GIANT	\$45.00
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RAL23603	COMPLETE ADVENTURER	\$3.50
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RAL23614	ZOID THE BARBARIAN PINHEAD	\$3.50
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RAL23622	CAT BURGLAR (1)	\$3.50
RAL31001	LORD OF DARKNESS	\$4.50
RAL31012	GIANT HALF TROLL CHAMPION	\$11.50
RAL31017	DEMON BEAST	\$11.95
RAL31020	WERERAT	\$3.50
RAL31022	WRAITH W/FLAMING SWORD	\$3.50
RAL31024	GREATER ANIMALS (7)	\$13.50
RAL31025	LESSER ANIMALS (6)	\$13.50
RAL31027	UNICORN	\$4.50
RAL31031	MALE & FEMALE LIONS, 2 CUBS	\$10.95
RAL31032	WILDEBEAST GRAFEE ANTELOPE	\$13.95
RAL31033	CROCODILE HIPPO HIPPO IN RIVER	\$10.95
RAL31034	ELEPHANT	\$15.50
RAL32009	SEVEN MAGIC ITEMS	\$7.95

RAL32010	EIGHT TREASURE ITEMS	\$6.95
RAL32011	TAPER BED	\$5.50
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RAL53905	ORIENTAL FEMALE ADVENTURERS 3	\$9.95
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	\$9.95
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RAL53909	KAPPA (3)	\$9.95
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RAL53912	DAI-ONI (1)	\$10.95
RAL53913	ARMORED NINJA (3)	\$9.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	\$9.95
RAL53915	ARMORED SAMURAI (1)	\$9.95
RAL53916	SAMURAI ADVENTURERS (3)	\$9.95
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## FANTASY ADVENTURERS

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RAL61002	WIZARD WITH STAFF (1)	\$3.50
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RAL61004	SNEAK THIEF WITH DAGGER	\$3.50
RAL61008	RANGER W/SWORD & BOW	\$3.50
RAL61012	NINJA ASSASSIN W/SWORD	\$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE	\$3.50
RAL61022	EVIL CLERIC	\$3.50
RAL61029	DWARF CHAMPION W/AXE	\$3.50
RAL61030	WIZARD W/STAFF (1)	\$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	\$3.50
RAL61034	GNOME WARRIOR THIEF	\$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	\$3.50
RAL61048	SWASHBUCKLER THIEF	\$3.50
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RAL61054	ZORA, GYPSY SORCERER	\$3.50
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RAL61069	JUNGLE LORD	\$3.50
RAL61070	CALLINER ELF KNIGHT	\$3.50
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RAL61087	ZACCAHARR	\$1.50
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RAL61090	ELF ADVENTURER VIVIANA	\$3.50
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RAL61096	ONE EYE JACK THE ROGUE	\$3.50
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RAL61099	MUSCAT THE WIZARD	\$3.50
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RAL61104	CARNAK THE DWARF SHAMAN	\$3.50
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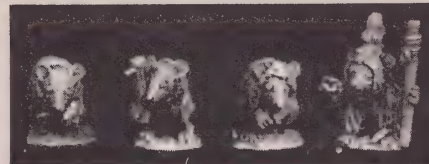
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RAL1353	VERMINITE LEADER ON MOUNT	\$11.95
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RAL1355	MOUSLING WARRIOR ON MOUNT	\$11.95
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RAL1374	VERMINITE WITH RIFLE	\$2.75



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RAL1380	MOUSLING ON SCOOTER	\$2.75
RAL1381	RABBIT WITH RIFLE	\$2.75
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RAL1801	MOUSLING WAR PARTY (5)	\$13.50
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REA1801 Mousing War Party

## Dark Heaven 25mm Fantasy Personalities

This is a magnificent range of 25mm fantasy figures, suitable for role playing or for using in your fantasy battle games. The figures are exaggerated Games Workshop style, around 30mm tall.

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REA2003	REAPER OF APOCALYPSE-WAR	\$8.95
REA2004	REAPER OF APOCALYPSE-PESTILENCE	\$8.95
REA2005	BROTHER NOIRE - TOX (MAGE)	\$3.75
REA2006	SIDRITH - FEMALE FIGHTER	\$3.75
REA2007	DOMUR - WIZARD CASTING	\$3.75
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REA2010	VLADE THE IMPALER CHAOS KNIGHT	\$3.75
REA2011	DARBIN THE DEADLY - MAGE	\$3.75
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**BattleTech Compendium: The Rules of Warfare - Softcover** Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs; including a new Axeman with twin LRM15s, a Clan Hunchback IIC with jump jets and twin Ultra AC/20s, and a map of the Inner Sphere. **\$35.00**

**08Battance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbriggen and bidding. **\$40.00**

### Ral Partha BattleTech Miniatures

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#### 25mm Clan Elemental

CLAN ELEMENTAL 25mm

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Loki, Vulture, Madcat, Thor		
RAL10843P	ASSAULT OMNI MECHS BOXED SET	\$45.00
Daishi, Masakari, Gladiator, Man O'War		

## Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

**SHOCK FORCE** Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and army lists. **Due Dec?** **STBA**

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## Dirtside II

**DIRTSIDE II** By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1/285/1/300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **\$35.00**

**STARGRUNT II** These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **\$40.00**

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Figures are around 28mm tall

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## Epic Warhammer 40,000

### GAM EPIC Warhammer 40,000

*Space Marine* has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-fighting and out-maneuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rulers, 51 game counters, 12 fate cards, playshets, 20 blast markers, Ork Gargant. Includes new model Landrainers, and new infantry stands which are rectangular instead of square. \$105.00

### Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CIT98167	SPACE MARINE BATTLE FORCE	\$142.00
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1/300th Scale Crater Pack (20 craters, various sizes)	\$6.00
Cast in a light brown or grey, just needs dry brushing with acrylics. made of rubber utalane.	

## Full Thrust

### GZG FULL THRUST 2nd Ed

A beautiful production of tactical, starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the #000 can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. \$25.00

**MORE THRUST** The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! \$25.00

### Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka

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FT101A	NAC Firestorm II class Fighters (12)	\$4.00
FT102	NAC Harrison class Scoutship (4)	\$4.00
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FT103	NAC Arapaho class Corvette/Launcher (3)	\$6.00
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FT206	ESU Tibet class Light Cruiser (1)	\$6.00
FT207	ESU Beijing class Escort Carrier (1)	\$8.00
FT208	ESU Gorskikh class Heavy Cruiser (1)	\$10.00
FT209	ESU Mandurka class Battlecruiser (1)	\$12.00
FT210	ESU Petrograd class Battleship (1)	\$14.00
FT211	ESU Rostov class Battlecruiser (1)	\$16.00
FT212	ESU Komarov class Superdreadnought (1)	\$20.00
FT213	ESU Konstantine class Attack Carrier (1)	\$20.00
FT214	ESU Tolstoksky Lydi Carrier (1)	\$20.00
FT221	ESU Kisha class Heavy Fighters (12)	\$6.00
FT302	Clarke class Survey Cruiser (1)	\$16.00
FT305	Hamburg class Heavy Modular Star Freighter (1)	\$12.00
FT308	Medium Freighter (1)	\$10.00
FT401	Kra'vak Ra'san class Fighters (12)	\$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	\$4.00
FT403	Kra'vak Ka'tak class Corvette/Launcher (3)	\$6.00
FT404	Kra'vak Da'tak class Frigate (2)	\$7.00
FT405	Kra'vak Di'tak class Destroyer (2)	\$8.00
FT406	Kra'vak Yu'vak class Light Cruiser (1)	\$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	\$8.00
FT408	Kra'vak Va'dnk class Heavy Cruiser (1)	\$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	\$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	\$14.00
FT411	Kra'vak Lu'vak class Battlecruiser (1)	\$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	\$20.00
FT413	Kra'vak Ko'sau class Strike Carrier (1)	\$20.00
FT421	Kra'vak Va'Sa class Heavy Fighters (12)	\$6.00
FT501	NSL Alder class Fighters (12)	\$4.00
FT502	NSL Falte class Scoutship (4)	\$4.00
FT503	NSL Strochov class Corvette/Launcher (3)	\$6.00
FT504	NSL Ehrenhold class Frigate (2)	\$7.00
FT505	NSL Walburg class Destroyer (2)	\$8.00
FT506	NSL Kroupniz class Light Cruiser (1)	\$6.00
FT507	NSL Radezky class Escort Carrier (1)	\$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	\$10.00
FT509	NSL Maximilian class Battlecruiser (1)	\$12.00
FT510	NSL Von Burgund class Battleship (1)	\$14.00
FT511	NSL Szent Istvan class Battlecruiser (1)	\$16.00
FT512	NSL Von Tegethoff class Superdreadnought (1)	\$20.00
FT513	NSL Der Thersdank Fighter Carrier (1)	\$20.00
FT601	FSE Mirage IX class Fighters (12)	\$4.00
FT602	FSE Mistral class Scoutships (4)	\$4.00
FT603	FSE Athena class Corvettes (3)	\$7.00
FT604	FSE San Miguel class Destroyers (2)	\$8.00
FT605	FSE Suffren class Light Cruiser (1)	\$7.00
FT607	FSE Milan class Escort Cruiser (1)	\$8.00
FT608	FSE Jerez class Heavy Cruiser (1)	\$10.00
FT609	FSE Ypres class Battlecruiser (1)	\$12.00
FT610	FSE Roma class Battleship (1)	\$14.00
FT611	FSE Bourgne class Battlecruiser (1)	\$16.00
FT612	FSE Foch class Superdreadnought (1)	\$20.00
FT613	FSE Bulgoina class Light Carrier (1)	\$20.00
FT614	FSE Jeanne D'Arc class Carrier (1)	\$20.00
FT621	FSE Camerone class Heavy Fighters	\$6.00
FT701	Sa'Vasku Drone Fighters (12)	\$4.00
FT702A	Sa'Vasku Scout Ships (4)	\$4.00
FT702B	Sa'Vasku Scout Ships (4)	\$4.00
FT703	Sa'Vasku Battlecruisers (3)	\$6.00
FT704	Sa'Vasku Destroyers (2)	\$7.00
FT705	Sa'Vasku Destroyers (2)	\$7.00
FT706	Sa'Vasku Light Strike Ship (1)	\$7.00
FT707A	Sa'Vasku Strike Ship (1)	\$8.00
FT707B	Sa'Vasku Strike Ship (1)	\$8.00
FT708	Sa'Vasku Drone Ship (1)	\$12.00
FT710	Sa'Vasku Heavy Battleship (1)	\$14.00
FT712	Sa'Vasku Dreadnought (1)	\$20.00

### Full Thrust Fleet Packs

A balanced fleet suitable to begin gaming.

NAC Fleet Pack	\$35.00
ESU Fleet Pack	\$35.00
NSL Fleet Pack	\$35.00
FSE Fleet Pack	\$35.00
Kra'vak Fleet Pack	\$35.00
Sa'Vasku Fleet Pack	\$35.00

## Harlequin Miniatures

Range of generic science fiction miniatures, exaggerated 25mm

HAR9501	Sci-Fi Marine Officers (3)	\$8.95
HAR9502	Sci-Fi Marine Heavy Assault Troops (3)	\$8.95
HAR9503	Sci-Fi Marine Heavy Assault Troops (3)	\$8.95
HAR9504	Sci-Fi Marine Security Troops (3)	\$8.95
HAR9505	Sci-Fi Marine Security Troops (3)	\$8.95
HAR9506	Sci-Fi Marine Light Assault Troops (3)	\$8.95
HAR9507	Sci-Fi Marine Light Assault Troops (3)	\$8.95
HAR9551	War Droid (1)	\$12.95

## Havok

### C&A HAVOK SKIRMISH BATTLE SET

A brand new sci-fi miniatures gaming system with two big differences, firstly, all the miniatures come with a basic paint job, and two, the rules are very simple, so you can concentrate on just playing the game! This setting is as follows: the human Empire of Karn has no boundaries. For over 5,000 years they have ruled over the peoples of the universe. They have crushed those who stood before them, enslaved those who survived and imposed on all the Karnian Kodex - the rule of Imperial Law. But the human Nexus Rebellion battle desperately against Karn's tyranny, striking repeatedly at Karn from their mighty battle fleets. Yet in the furthest reaches of space a new and terrible enemy has appeared - a relentless and tenacious foe, the insectoid Pteravore attack both Karn and Nexus alike. This boxed game includes short rules that cover the *entire* game system, 26 troop cards (covers every troop type) with stats and point values, two large plastic dreadnoughts called *Battle Forms*, 8 painted troops around 32mm tall, stick-on transfers for the miniatures' bases and the four terrain pieces, 8 special combat dice, and two cardstock rulers. Looks great! (Almost the whole range of miniatures are available!) \$55.00

### Havok Miniatures

Painted plastic miniatures around 32mm tall.

CAAHK01	Karn Troopers - basic weapons, power armor, shields (3)	\$6.50
CAAHK02	Karn Darkest Suns - warriors with weapons & shields (3)	\$6.50
CAAHK03	Karn Klan Warriors: youths with power swords & shields (3)	\$6.50
CAAHK04	Karn Sana-Kai - big warriors with hand weapons (2)	\$6.50
CAAHK05	Karn Sami-kins with Axe-weapons and shields (3)	\$6.50

CAAHK06	Karn Burkan Mercenaries - winged alien warriors (3)	\$6.50
CAAHK07	Karn BattleForm (dreadnought) (1) & Form Warrior (1)	\$11.00
CAAHK09	Karn Banchee Attack Trooper (2) & Glaive Riders (2)	\$23.00
	Banchee are gunships. Glaives are jetpack assault troops.	
CAAHN01	Nexus Troopers - basic weapons and power armor (3)	\$6.50
CAAHN02	Nexus Kinsmen - elite troops with hand weapons (3)	\$6.50
CAAHN03	Nexus Tribunes - warriors with two hand weapons (3)	\$6.50
CAAHN04	Nexus Brotherhood: monks with 2 handed polearms (3)	\$6.50
CAAHN05	Nexus Assault Troops - 2 handed assault weapons (3)	\$6.50



CAAHN05 Nexus Assault Troops - already painted!

CAAHN06	Nexus Mauler Tank & Downguard Warrior	\$11.00
CAAHN07	Nexus BattleForm (dreadnought) (1) & Hundred Warrior (1)	\$11.00
CAAHN09	Nexus Hammer Heavy Tank & Storm Troopers (3)	\$11.00
CAAHN01	Pteravore Razors - insectoid aliens with scythe arms (3)	\$6.50



A game of Havok in play

## Heavy Gear

### DRE HEAVY GEAR RPG

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. For further information, consult *Heavy Gear* in the Roleplaying Games section. \$50.00

**Heavy Gear Mini Game** For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. \$3.00

For more Heavy Gear products, look in the Roleplaying section.

### Heavy Gear Miniatures

Figures made by RAFM.

#### Southern Hemisphere Heavy Gears

RAF1300	JAGER HEAVY GEAR MECH	\$10.95
RAF1301	BLITZ JAGER HEAVY GEAR MECH	\$10.95
RAF1302	BLACK MAMBA HEAVY GEAR MECH	\$10.95
RAF1303	LONG FANG BLACK MAMBA	\$10.95
RAF1304	STRIKE JAGUAR HEAVY GEAR MECH	\$10.95
RAF1305	BLITZ IGUANA HEAVY GEAR MECH	\$10.95
RAF1306	SPITTING COBRA HEAVY GEAR	\$15.95
RAF1307	STRIKING COBRA HEAVY GEAR	\$15.95
RAF1308	STONE MASON HEAVY GEAR MECH	\$10.95
RAF1309	FIRE JAGER HEAVY GEAR MECH	\$10.95
RAF1310	SNAKEYE BLACK MAMBA	\$10.95
RAF1311	SUPPORT COBRA	\$15.95
RAF1312	RAZOR FANG BLACK MAMBA	\$12.50
RAF1313	KING COBRA HEAVY GEAR MECH	\$15.95
RAF1314	SOUTHERN LIGHT ARTILLERY	\$8.50
RAF1318	INFANTRY RECON WEAPONS (20)	\$19.95
RAF1319	SNIPER INFANTRY (20)	\$19.95
RAF1320	BASILISK HEAVY GEAR	\$19.95
RAF1321	CHAMELEON HEAVY GEAR	\$16.95
RAF2051	SOUTHERN BASIC COMBAT GROUP	\$49.95
	(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)	

#### Northern Hemisphere Heavy Gears

RAF1200	HUNTER: HEAVY GEAR MECH	\$10.95
RAF1201	ASSAULT HUNTER: HEAVY GEAR MEC	\$10.95
RAF1202	JAGUAR HEAVY GEAR MECH	\$10.95
RAF1203	STRIKE JAGUAR HEAVY GEAR MECH	\$10.95
RAF1204	CHEETAH HEAVY GEAR MECH	\$10.95
RAF1205	STRIKE CHEETAH HEAVY GEAR MECH	\$10.95
RAF1206	GRIZZLY HEAVY GEAR MECH	\$15.95
RAF1207	ASSAULT GRIZZLY HEAVY GEAR MEC	\$15.95
RAF1208	HUNTER COMMANDO HEAVY GEAR	\$10.95
RAF1209	BRICKLAYER HEAVY GEAR MECH	\$10.95
RAF1210	FIRE JAGUAR HEAVY GEAR MECH	\$10.95
RAF1211	RABID GRIZZLY HEAVY GEAR MECH	\$15.95
RAF1212	KODIAK HEAVY GEAR MECH	\$15.95
RAF1213	WHITE CAT HEAVY GEAR MECH	\$12.50
RAF1214	NORTHERN LIGHT ARTILLERY	\$12.50
RAF1218	STANDARD INFANTRY (20)	\$19.95
RAF1219	INFANTRY HEAVY WEAPONS (20)	\$19.95
RAF1220	BEAR HEAVY GEAR	\$16.95
RAF1221	BLACK CAT HEAVY GEAR	\$16.95
RAF1222	ARMORED HUNTER	\$16.95
RAF2050	NORTHERN BASIC COMBAT GROUP	\$49.95
	(4 x Hunter Heavy Gear, 1 x Headhunter Heavy Gear, 27 spare weapons etc)	

## Gorkamorka

### GAM GORKAMORKA

The latest big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory in these highly unorthodox car races! Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! The set includes 2 Ork Warricks, 2 Ork 4-wheel



# 60 - Miniatures & Miniatures Rules: Science Fiction

vehicles, 12 ork Boyz, rulebook, sourcebook, a large ork building, mining shaft, rangers, blast markers, templates, counters, tanks, traps, dice, etc. The rules cover scenarios and crew's gaining experience, learning new skills and kustomisin' weaponry. **\$105.00**

## Kyromek

### KRYOMEK MINIATURES RULES

These rules are full of dark background and atmosphere, of a dark future where the Nexus Tri-Federation of humans blunder into an alien menace called the Kyromeks - and now humanity is fighting for its survival. The rules are skirmish and mass-combat level rules depicting the war between the two races. The fast play mechanics include a command chat order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, droids, bio-engineering, combat vehicles, etc. **\$29.95**

**KRYOMEK MILITARY ANALYSIS 3441-3507 AD**  
Has 88 magnificently illustrated pages with heaps of universe background. Has comprehensive army lists for Early Rebels, Colonial Marines, Early Kyromek, Beta and Gamma strains of Kyromek, Warzone Nexus, etc, details new Kyromek weapons, the new Talos unit that totally wiped out two Nexus legions, etc. Great reading. **\$17.95**

**KRYOMEK COMBINED STARTER SET**  
This boxed set includes all you need to start playing the excellent Kyromek game. It includes complete introductory rules and charts, sheet of templates, dice, scenario, filled out record sheet, and 5 Kyromek Helions, 2 Kyromek Warriors, 60 Nexus Marines. **\$42.50**

**KRYOMEK STARTER SET**  
This boxed set includes all you need to start playing the excellent Kyromek game. It includes complete introductory rules and charts, sheet of templates, dice, 3 scenarios, filled out record sheet, and 1 Warmaster, 2 Warriors with bio-acid jets, and 10 Helions. Two scenarios require the *Nexus Starter Set*. One scenario pits the Marines and Cyclos against the Kyromeks, another pits the Marines against the Cyclos, and the last pits the Kyromeks against each other. **\$42.50**

#### Nexus Cyclos

GRNCRY-001	CYCLOS INFANTRY I (4)	\$11.95
GRNCRY-002	CYCLOS HEAVY WEAPONS (3)	\$11.95
GRNCRY-003	CYCLOS INFANTRY II (4)	\$11.95
GRNCRY-004	CYCLOS HVY WEAPONS TEAM II (3)	\$11.95
GRNCRY-005	CYCLOS INFANTRY III (4)	\$11.95
GRNCRY-006	CYCLOS IN ENV BATT SUITS (3)	\$11.95
GRNCRY-007	CYCLOS HVY WPNS EB SUITS (3)	\$11.95
GRNCRY-008	CYCLOS FLAMERS, EB SUITS (3)	\$11.95
GRNCRY-010	CYCLOS HVY WEAPONS IN EBS (3)	\$11.95

#### Nexus Vehicles

GRNHC0-001	CERBERUS HELLCAT (1)	\$11.95
GRNHC0-002	FURY HELLCAT (1)	\$11.95
GRNHC0-003	LOKI HELLCAT (1)	\$11.95
GRNNG0-001	GLADIATOR MEDIUM STRIDER	\$37.50
GRNNG0-002	GLADIATOR HEAVY STRIDER	\$37.50
GRNNG0-003	TIAMAT WITH TWIN NAPALM	\$27.50
GRNRC0-001	RAVEN SCAVENGER ALEPH 2.1	\$27.50
GRNRC0-002	RAVEN SCAVENGER	\$27.50

#### Human Colonial Marines

GRNCKM-001	COLONIAL MARINES I (3)	\$11.95
GRNCKM-002	COLONIAL MARINES II (3)	\$11.95
GRNCKM-003	COLONIAL MARINES III (3)	\$11.95
GRNCKM-005	COLONIAL MARINE CASUALTIES (3)	\$11.95

#### Kyromek Aliens

GRNKK0-001	KRYOMEK HELIONS (5) net	\$11.95
GRNKK0-002	KRYOMEK WARRIORS (2) BIO-ACID	\$11.95
GRNKK0-003	KRYOMEK WARRIORS (2) BIO-ACID I	\$11.95
GRNKK0-004	WARRIORS W/2 BLADES (2)	\$11.95
GRNKK0-005	WARRIORS W/SINGLE BLADE (2)	\$11.95
GRNKK0-006	KRYOMEK WARMASTER CLEAVER & PL	\$11.95
GRNKK0-007	KRYOMEK WARRIOR (2) SPORE LNCR	\$11.95
GRNKK0-009	WARMASTER W/CORRODER LANCE (1)	\$11.95
GRNKK0-010	HELIONS WITH LONG TAILS #1 (3)	\$11.95
GRNKK0-011	HELIONS WITH LONG TAILS #2 (3)	\$11.95
GRNKK0-012	HELIONS #1 (3)	\$11.95
GRNKK0-013	HELIONS #2 (3)	\$11.95
GRNKK0-014	HELIONS WITH TAILS #5 (3)	\$11.95

#### Human Cobra Marines & Security

GRNCKM-001	COBRA MARINES HVY WEAPONS (3)	\$11.95
GRNCKM-002	COBRA MARINES HVY WEAPONS#2 (3)	\$11.95
GRNCKM-003	COBRA MARINES III (3)	\$11.95
GRNCKM-004	SECURITY TROOPS I (3)	\$11.95
GRNCKM-005	SECURITY TROOPS II (3)	\$11.95
GRNCKM-006	SECURITY TROOPS III (3)	\$11.95
GRNCKM-007	SECURITY TROOPS IV (3)	\$11.95
GRNCKM-008	NEXUS MARINES (4) net	\$11.95
GRNCKM-009	NEXUS MARINES (4) net	\$11.95
GRNCKM-010	NEXUS MARINES (3) HP WEAPONS	\$11.95
GRNCKM-011	NEXUS SWAT TEAM POWER ARMOR (3)	\$11.95
GRNCKM-012	NEXUS SWAT POWER ARMOR II (3)	\$11.95
GRNCKM-013	NEXUS SWAT POWER ARMOR III (3)	\$11.95
GRNCKM-014	NEXUS SWAT POWER ARMOR IV (3)	\$11.95
GRNCKM-015	NEXUS SWAT TEAM POWER ARMOR (3)	\$11.95
GRNCKM-016	NEXUS SWAT TEAM POWER ARMOR #1 (3)	\$11.95
GRNCKM-017	NEXUS SWAT TEAM PWR ARMOR #2 (3)	\$11.95
GRNCKM-018	NEXUS SWAT TEAM PWR ARMOR #3 (3)	\$11.95

#### Talos Cyborgs

GRNTAO-001	TALOS W/BLAMER LMG (2)	\$11.95
GRNTAO-002	TALOS W/CHAINGUN, PRW CLAW (2)	\$11.95
GRNTAO-003	TALOS W/C RIFLES FLAMERS (2)	\$11.95
GRNTAO-004	TALOS W/CL POWER CLAW (2)	\$11.95
GRNTAO-005	TALOS W/C RIFLE RCL (2)	\$11.95
GRNTAO-006	TALOS W/SWORD & SHIELD (2)	\$11.95

## Legions of Steel

### GLO LEGIONS OF STEEL

This game used to sell for over \$100! Now just \$49.95. It contains 1/2 kg of metal miniatures. This is fast paced miniatures combat game. You try to save humanity from a siege of nightmarish machines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Forewell grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. **\$49.95**

### GLO1100 ADVANCED RULES

Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic warfare, advanced movement and fire,

expanded hand to hand combat, unit point values, ammo counts, etc. Also 12 more full color board templates, 152 color counters. **\$19.95**

### GLO1150 LOS SCENARIO PACK 1

Twelve new scenarios, expanded background information, rules for new miniatures and weapons, including C1 Succubot, G3 Predator, UNE Behemoth RXS, advanced movement and fire options, point values, short story, and 66 cut out counters. **\$9.95**

### ALIEN SOURCEBOOK

A 96 page book which introduces us to the Black Empire, the Infrantite and the Fantasia. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. **\$14.95**

### JUNCTION POINT CAMPAIGN PACK

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. **\$14.95**

### LOS TEMPLATE PACK 1

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. This pack is included in the game. **\$9.95**

### LOS TEMPLATE PACK 2

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 3

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 4

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 5

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### PLANETSTORM LOS Tabletop Battles Rules

This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines; the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game covered the conflicts which occurred underground in the Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open: off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background info for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. **\$29.00**

### U.N.E.

The miniatures are approximately half the price they were previously

GLO1500	COMMANDO TROOPERS W/BLASTER (2)	\$6.50
GLO1501	UNE TROOPER W/RAM & TOW (2)	\$7.50
GLO1502	UNE TROOPER W/RAM & GL (2)	\$7.50
GLO1503	UNE POWERED INFANTRY (1)	\$4.50
GLO1510	COMMANDO HVY WPN TRPS (2)	\$6.50
GLO1511	HVY WPN TROOPER W/EMP PROJ (2)	\$7.50
GLO1520	BEHEMOTH RXS (1)	\$9.95
GLO1521	UNE ASSAULT SUPPT PLATFORM (1)	\$9.95
GLO1530	PATHFINDER (2)	\$6.50
GLO1531	UNE RECCE TROOPER W/IMP PCK (2)	\$7.50
GLO1540	UNE ASSAULT TROOPERS (2)	\$9.95
GLO1550	UNE COMMANDO W/CARL G&LOADER 2	\$7.50
GLO1551	FLECHETTE GUN TROOPER & LDR (2)	\$7.50
GLO1552	POWERED INF W/FLECHETTE GUN (2)	\$7.50
GLO1553	POWERED INF W/CARL G (1)	\$4.50
GLO1554	POWERED INF W/AUTO RAM (2)	\$7.50
GLO1555	POWERED INF CALLIOPE TRPR (1)	\$4.50
GLO1590	UNE PIONEERS (2)	\$9.95
GLO1590	UNE SUPERFORCES COLOSSUS (1)	\$43.50
GLO1699	UNE POWERED INFANTRY (8)	\$32.50

### The Machines

GLO1700	NIGHTMARES W/DEADBOLT LNCR (2)	\$5.95
GLO1701	GIB NIGHTMARE W/THUMPER (2)	\$6.50
GLO1702	GIC NIGHTMARE W/NEGASPHERE (2)	\$6.50
GLO1703	GIA NIGHTMARE W/SCATTERGUN (2)	\$6.50
GLO1710	MARK I ASSAULT FIEND (1)	\$7.50
GLO1711	MARK IAI ASSAULT FIEND (1)	\$10.95
GLO1720	C1 SUCCUBOT & CONTROL ROBOT (1)	\$5.50
GLO1730	G3 PREDATOR (2)	\$6.50
GLO1731	G3B PREDATOR W/DEADBOLT & GL 2	\$7.50
GLO1732	G3A PREDATOR W/LACERATOR (2)	\$7.50
GLO1740	MARK II ASSAULT FIEND (1)	\$10.95
GLO1741	MARK IAI ASSAULT FIEND (1)	\$10.95
GLO1750	X1 RUNAWAY (4)	\$13.50
GLO1760	GR4 GREMLINS (4)	\$6.50
GLO1770	GR6 SNIPERBOT (2)	\$6.50
GLO1780	MARK III ASSAULT FIEND (1)	\$13.95
GLO1791	MARK IAI ASSAULT FIEND (1)	\$13.95
GLO1790	C2 CENTURION (1)	\$13.95
GLO1800	G5 STALKER (1)	\$9.95
GLO1810	S1 ARCH FIEND (1)	\$43.50
GLO1820	SCORPION ROBOT (1)	\$13.95
GLO1830	DREADBOT (1)	\$26.95
GLO1998	MACHINE SECURITY HORDE (11)	\$32.50
GLO1999	MACHINE INFILTRATION HORDE (11)	\$29.95

### Black Empire

GLO3000	SETH DRAKKAR (2)	\$8.95
GLO3001	DRAKKAR W/BURST LANCE (2)	\$8.95
GLO3002	ASETH DRAKKAR (2)	\$4.50
GLO3020	STORM ANGEL (1)	\$9.95
GLO3021	RECCE ANGEL (1)	\$9.95
GLO3040	LANCE TAKKAR (2)	\$8.95
GLO3041	CRENKAR TAKKAR (2)	\$8.95
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## Mutant Chronicles

### HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephrite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algoroth, Ilian, Muawijeh, Semail, and Demogonis. Includes one card sheet of counters & templates. **\$27.50**

### DAWN OF WAR Warzone Compendium I

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakhal the Cunning. Revised close combat rules, enhance games, there are expanded abilities for specialized forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. **\$23.95**

### BEASTS OF WAR Warzone Compendium II

Includes vehicle rules for Warzone, Capitol Purple Sharks strafe the Dark Legion scum in the venustian jungles; Necromorv squads cut swaths through Legionaries in the marian deserts, etc. The vehicles include the Mishimese Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. **\$26.95**

### CASUALTIES OF WAR Warzone Compendium III

100 full color pages covering new Wolfbane troops such as Berserkers, Headhunters, Mourning Wolves; the 32nd Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntsmen; Tiger Dragons; Pilgrims and Pilgrim Executioners, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile cross between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches, and the Metropolitan Prophet, which is the perfect infiltrator. **\$26.95**

### Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

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## Necromunda

### GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutants, wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 point modelling and painting guide, 2 plastic rangerulders, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! \$99.00

### OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wyrders, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. \$60.00

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A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbitres, and Triple Cross: a brand new scenario by Andy Chambers. \$31.50

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## Silent Death

### IRO Silent Death: The Next Millennium \*\*/##

**Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. \$80.00

○ **Silent Death The Next Millennium Rulebook** The rulebook of the above boxed set, available separately. \$24.00

○ **Silent Death Rookie Rules** This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components from Silent Death, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. \$35.00

○ **Renegades: The Espan Rebellion** A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. \$16.00

○ **Silent Death Annex: Operation Dry Dock** Since the fall of the Empire over a decade ago, many standard Imperial ship designs have become commonplace. Almost every fleet has a few Salamanders. However, within the past five years, most of these ships have undergone refits. This book has 23 previously unseen ship variants, and updated sheets for the original 26 fighters. \$22.50

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○ **Silent Death Races: Night Brood - First Contact** Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. \$24.00

○ **Silent Death House: Sigurd Archdiocese** The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. Though some call the Midgardians fanatics who are willing to throw their lives away, they know what is to come. New ship designs, scenarios, etc. \$22.50

○ **Silent Death Kashmere Commonwealth** Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and a full campaign of trading caravans and pirate attacks. \$22.50

○ **Silent Death Rules of Warfare** A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the *Silent Death* prize ships including the Orca, Dolphin, Piranha, cut-out color counters and maps for tabletop play. \$19.00

○ **Silent Death Fighter Tactics Manual** Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter manoeuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. *Due Sept.* \$19.00

○ **SpaceJunk** Space is still silent but it is no longer empty. Nebulas, dust clouds, radiation zones, gravity wells can now appear

on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. \$22.50

○ **Sunrunners** With the end of the Terran-Hatching War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors to Bara-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. \$21.50

○ **Warhounds** Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. \$24.00

### Silent Death Miniatures

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## Star Wars

**Star Wars Miniatures Rules** They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. \$30.00

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. \$25.00

## Star Wars Miniatures

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WES40508	REBEL TAUNTAUN PATROL	\$19.95

## Space Rangers

**ICE SPACE RANGERS \$50.00**  
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slota bases.

## Warhammer 40,000

### GAM WARHAMMER 40,000 BOXED SET

Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Gots, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychophysical & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out.

**INFERNO MAGAZINE #2 Issue #1** lasted a whole 60 seconds, and is sold out world wide. We have been able to grab quite a number of issue two, but be quick, we can't get anymore when it's sold out. Contains short stories and comic strips set in the Warhammer Fantasy and 40,000 universes, including a story following a Chaos invasion of the world Tenebrae, where even an Emperor class Titan could not stem the invasion!

**INFERNO MAGAZINE SUBSCRIPTION** If you would like to take out a subscription to Inferno Magazine, it's \$30.00 for 3 issues, \$57.00 for 6 issues, and \$108.00 for 12 issues.

**CODEx SPACE WOLVES** Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc.

**CODEx ELDER** The rise and fall of the Elder race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Elder psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Special rules for elder weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.

**CODEx ORCS** 96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snottling ammo, and those crazy Ork artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide.

**CODEx ULTRAMARINES** The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 61 as well as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyrannids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test, there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more.

**CODEx TYRANIDS** At last the Tyrannid Codex is here, and it was worth the wait. The Tyrannids are now even more a force to be reckoned with. New beasts include Gargoyles, which are flying Termagants armed with flamers; Hormagants, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyrannid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psyker monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spineset, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. I have a large and impressive Tyrannid army. For 2,000 points I like to field around 5-6 Lictors with Voltage fields and about sixty Hormagants, lead by a mighty Hive Tyrant with a Venom Cannon. Termagants with Stranglewebs are a handy way of sticking enemies in place.

**CODEx IMPERIAL GUARD** The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Organisation details, painting guides.

**CODEx ANGELS OF DEATH** The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specialists, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book!

**CODEx CHAOS** Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why.

**CODEx SISTERS OF BATTLE** Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. This book contains full details and rules for all the fighters of the Ecclesiarchy from the Frateris Militia to the zealous Confessors, stalwart Preachers, questing Missionaries, Sister Superiors, Canonesses, elite Seraphim squads and the awesome flame-throwing Immolator tank. With full army lists.

**SQUAT ARMY LIST** Armocast have produced an excellent Squat Army List in their great *Inquisitor Magazine* #15, which contains articles written for 40K. The list is divided into two separate armies: Brotherhood and Engineers Guild, each with separate army lists, but you can field a force containing both armies, with each meeting all requirements. The lists include Hearthguard troops, Ancestor Lords, Berserker Squads, trikes, bikes, vehicles, support weapons, Engineer Guildmasters; Demo, Diamond, Ruby, Iron, and Lightning Hammer Squads, plus wargear lists, wargear cards, etc.

**WHITE SCAR MARINE CHAPTER** An excellent though unofficial new Space Marine Chapter is given in Mars Magazine #3: the White Scar Marines. These Marines have modelled themselves upon the medieval Mongols. The army list contained in this magazine uses the Codex Ultramarines as a base, but lists many changes and special characters, which include: Scouts riding horses, veteran squads riding bikes, the chapter leader, Baidar Khan has his own personal Leman Russ and he fires the turret weapon with a BS of 7, Subatai Khan with special lightning claws, A Shaman as a psyker with a special bonus ability, and other characters.

**DARK MILLENNIUM** The boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers.

**'EAVY METAL MODELLING GUIDE** 80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Chaos Dragon, etc.

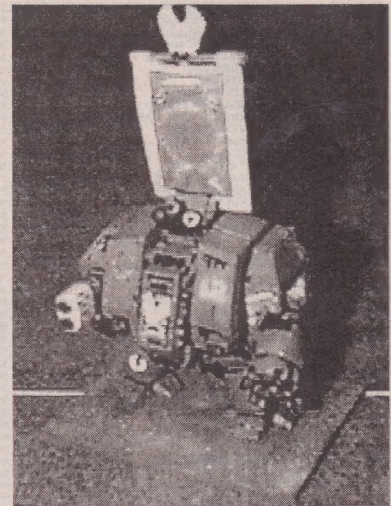
**HOW TO MAKE WARGAMES TERRAIN** Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlegrounds of the far future. Highly recommended. For Warhammer Fantasy & 40K.

**STORM OF VENGEANCE** Nine challenging battles in a variety of different formats for Warhammer 40,000! Two mighty Ork warlords, Ghazghkull and Nazdreg, have joined forces to invade the Imperial planet of Piscina IV. It's up to the 3rd Company of the Dark Angels, led by Master Belial, to contain the Ork's initial onslaught and reclaim the world from their savage green skinned foes. Includes a large Power Plant card building with plastic pieces, a warp portal card template, scenario book, and two briefing books.

## Warhammer 40,000 Miniatures

### 40K Boxed Armies

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2000 point army - 50 piece set including dreadnought, terminators, characters & lots of minies	
<b>SPACE ORK ARMY</b>	\$300.00
1000 point army - Ghazghkull, Makari, Runtlerd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Greichin Mob, Splatta Cannon, Dreadnought, Snottling Herd	
<b>ELDER ARMY</b>	\$310.00
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers	
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CTH442 SPACE MARINE DREADNOUGHT

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CTH92881 Plastic Terminators

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CIT981434	WARRIORS OF REDEMPTION	\$143.00
<i>Includes as 8 page booklet, Imperial Shrine, pack of transfers, and 19 figures, including 5 Scorpions, 9 Sisters of Battle, 1 Sister Superior, 1 Banner Bearer, 1 Sister with Special Weapon, 1 Sister with Heavy Weapon, 1 Commsess.</i>		
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CIT987887	SISTERS OF SERAPHIM SQUAD	\$47.50
CIT987053	FRATERIS MILITIA (3)	\$14.50
CIT987660	IMPERIAL PREACHER	\$11.50
CIT987077	URIAH JACOBUS	\$17.00
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CIT987091	SERAPHIM SISTER FLAMERS	\$11.50
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CIT987114	BATTLE SISTER WITH MULTI-MELTA	\$11.50
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<b>CHAOS SPACE MARINE BOXED SETS</b>		
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CIT703089	FABIOUS BILE (1)	\$15.50
CIT703104	CHAOS PLAGUE MARINE CHAMPION (1)	\$9.50
CIT703111	CHAOS SPACE MARINE TERMINATOR (1)	\$12.50
CIT703128	CHAOS TERMINATOR WITH REAPER AUTO-CANNON	\$15.50
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CIT703265	CHAOS SPACE MARINE VETERANS (1)	\$15.50
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CIT703227	CHAOS KHORNE BERSERKER CHAMPIONS (1)	\$9.50
CIT703234	CHAOS MARINE WITH REAPER AUTO-CANNON	\$9.50
CIT703239	CHAOS NURGLINGS (1)	\$9.50
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CIT703289	NOISE MARINE WITH SONIC BLASTER (1)	\$9.50
CIT703296	NOISE MARINE WITH DOOMBLASTER (1)	\$9.50
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CIT98140	ORK HEAVY WEAPON BOYZ (1)	\$11.50
CIT705597	SPACE ORK GREYHORN (4)	\$15.50
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CIT706181	ORK MAD BOYZ (3)	\$15.50
CIT98319	SPACE ORK MEKBOYZ (2)	\$14.50
CIT706570	ORK WEIRD BOYZ (3)	\$15.50
CIT706693	SPACE ORK WARBOSS (1)	\$15.50
CIT706769	SPACE ORK DECALS	\$10.00
CIT706839	ORK FREEBOOTERZ (3)	\$15.50
CIT706959	ORK SHOKK ATTACK GUN (1)	\$19.00
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CIT708000	GOFF SK ARBOYZ (3)	\$15.50
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CIT708024	SLAKE BITE ORK BOYZ (3)	\$15.50
CIT708048	SLAKEBITE BOAR BOYZ NOBZ (1)	\$12.50
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CIT708062	ZOGROD WORKSNAAGA (1)	\$15.50
CIT98166	SPACE ORK KOMMANDOS (2)	\$13.50
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CIT708109	SPACE ORK TRACTOR KANNON (1)	\$24.00
CIT708116	SPACE ORK SMASHA GUN (1)	\$24.00
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CIT980909	SPACE ORK MEGA ARMOR (1)	\$14.50
CIT980801	ORK DEATHSKULL LOOTERS (1)	\$11.50
CIT980714	SPACE ORK WARHPHEAD (2)	\$14.50
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CIT98302	SPACE ORK PAIN BOYZ	\$11.50
CIT980801	ORK DEATH SKULL LOOTER (1)	\$11.50

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CIT999729	ELDAR WAR WALKER (1)	\$52.00
CIT0435	ELDAR DREADNOUGHT (1)	\$42.00
CIT0438	ELDAR SHRIEKER JETBIKE (1)	\$22.00
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CIT0670	ELDAR GUARDIANS BOX (6) New Packaging	\$16.50
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CIT0797	WILD RIDERS OF SAIM-HANN	\$60.00
CIT006625	ELDAR VYPER JETBIKE (1)	\$38.00

<b>ELDAR</b>		
CIT998050	ELDRAD ULTHRAN FARSEER (1)	\$17.00
CIT715015	KARANDROS (1)	\$15.50
CIT715022	FUEGAN THE BURNING LANCE (1)	\$15.50
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CIT715053	JAH ZAR STORM OF SILENCE (1)	\$15.50
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CIT715169	ELDAR DEATH JESTER (1)	\$10.00
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CIT997954	ELDAR STRIKING SCORPIONS (3)	\$14.50
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CIT715848	ELDAR GUARDIANS (4)	\$15.50
CIT716005	ELDAR WARLOCKS (1)	\$10.00
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CIT0444	ICE WARRIORS OF VALHALLA (10)	\$42.00
CIT0445	MORDIAN IRON GUARD (10)	\$42.00
CIT0446	TALLARN DESERT RAIDERS (10)	\$42.00
CIT102726	STORM TROOPERS (6 plastic)	\$17.00

<b>IMPERIAL GUARD</b>		
CIT721955	COMMISSAR YARRICK (1)	\$15.50
CIT722006	CATACHAN JUNGLE FIGHTERS (4)	\$15.50
CIT722020	CADIAN LIEUTENANT (1)	\$10.00
CIT722037	ATTILAN LIEUTENANT (1)	\$10.00
CIT722044	ATTILAN ROUGH RIDER STANDARD (1)	\$10.00
CIT997725	CADIAN SHOCK TROOPS (3)	\$14.50
CIT991808	ICE WARRIORS OF VALHALLA (3)	\$14.50
CIT722075	ICE WARRIORS OF VALHALLA (1)	\$10.00
CIT722082	MORDIAN GUARD LIEUTENANT (1)	\$10.00
CIT722099	MORDIAN IRON GUARD (4)	\$15.50
CIT722105	RATLING SNIPERS (5)	\$15.50
CIT722112	IMPERIAL DESERT RAIDERS (4)	\$15.50
CIT722129	DESERT RAIDERS LIEUTENANT (1)	\$9.00
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CIT722174	CATACHAN TROOPERS & SERGEANT (4)	\$15.50
CIT722181	CATACHAN TROOPERS WITH SPECIAL WEAPON (4)	\$15.50
CIT722198	CATACHAN HEAVY WEAPON (1)	\$15.50
CIT722204	CADIAN TROOPERS WITH SERGEANT (4)	\$15.50
CIT722211	CADIAN TROOPERS WITH SPECIALIST (1)	\$15.50
CIT997527	CADIAN WITH MISSILE LAUNCHER (1)	\$17.00
CIT997531	CADIAN WITH AUTO-CANNON (1)	\$15.50
CIT997541	CADIAN WITH HEAVY BOLTER (1)	\$17.00
CIT722389	CADIAN SPECIAL WEAPON (2)	\$12.50
CIT997701	VALHALLAN SERGEANT (1)	\$9.50
CIT722345	VALHALLAN TROOPERS & SPECIALIST (4)	\$15.50
CIT722359	VALHALLAN HEAVY WEAPON (1)	\$15.50
CIT105039	VALHALLAN LIEUTENANT	\$9.50
CIT722266	MORDIAN TROOPERS & SERGEANT (4)	\$15.50
CIT722273	MORDIAN TROOPERS & SPECIALIST (4)	\$15.50
CIT722289	TALLARN TROOPERS & SERGEANT (4)	\$15.50
CIT722309	TALLARN TROOPERS & SPECIALIST (1)	\$15.50
CIT722319	TALLARN HEAVY WEAPON (1)	\$15.50
CIT722327	CAPTAIN CHENKOV OF VALHALLA (1)	\$15.50
CIT722339	CAPTAIN AL-RAHEIM (1)	\$15.50
CIT722345	CATACHAN JUNGLE FIGHTER CAPTAIN (1)	\$12.50
CIT722379	CATACHAN SPECIAL WEAPONS (2)	\$15.00
CIT997619	CATACHAN CAPTAIN (1)	\$14.50
CIT997763	CATACHAN LIEUTENANT (1)	\$11.50
CIT722396	VALHALLAN SPECIAL WEAPONS (2)	\$12.50
CIT997466	MORDIAN IRON GUARD MORTAR	\$17.00
CIT997473	MORDIAN IRON GUARD HEAVY WEAPON	\$17.00
CIT997480	MORDIAN IRON GUARD LASCANNON	\$17.00
CIT722419	TALLARN SPECIAL WEAPONS (2)	\$12.50
CIT722429	PRIMARIS PSYKER (1)	\$10.00
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CIT722446	COR-LINK OPERATOR & SP WEAPON (2)	\$15.50
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CIT722489	STORM TROOPER HEAVY WEAPON & CREW (1)	\$15.50
CIT722407	ADEPTUS ARBITES CAPTAIN (2)	\$15.50
CIT724024	ADEPTUS ARBITES WITH SHOTGUN (2)	\$12.50
CIT724031	ADEPTUS ARBITES WITH BOLTER (2)	\$12.50
CIT724109	IMPERIAL FORCES PSYKER (1)	\$10.00
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CITAMT	IMPERIAL GUARD ARMOR TRANSFERS	\$12.00

<b>TYRANID BOXED SETS</b>		
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CIT999682	TYRANID HIVE TYRANT (1)	\$57.00
CIT999675	TYRANID LICTOR (1)	\$38.00
CIT999676	TYRANID TERMAGANTS (6)	\$17.00
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CIT0676	PURESTRAIN GENESTEALERS (6)	\$16.00

<b>TYRANIDS</b>		
CIT726012	TERMAGANTS WITH FLESHBORER (3)	\$15.50
CIT726707	TERMAGANTS WITH SPIKE RIFLE (3)	\$15.50
CIT997282	GARGOYLES (1)	\$11.50
CIT726721	TERMAGANT WITH WEB STRANGLER (3)	\$15.50
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CIT726752	TYRANID WITH SPINEFIIST (1)	\$19.00
CIT726764	TYRANID WITH DEVOURER (1)	\$19.00
CIT726776	TYRANID WITH LASH WHIP (1)	\$19.00
CIT726783	TYRANID WITH VENOM CANNON (1)	\$19.00
CIT726790	TYRANID WITH BARBED STRANGLER (1)	\$19.00
CIT993260	TYRANID RIPPER SWARM	\$17.00
CIT726813	TYRANID ZOANTHROPE (1)	\$24.00

## PAINT & ACCESSORIES

### DICE

**KOP 60mm 6 Sided Dice** A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. **\$22.50**

**KOP 70mm 6 Sided Dice** D6 gem dice - 7cm wide! You could use it for a book-end. **\$30.00**

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**JED Poly Dice** High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **\$0.65**

**JED Gem Dice** More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00**

**JED Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25**

**JED Pearl Dice** Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25**

**KOP Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

**KOP Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. **\$2.95**

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**KOP 30 Sided Gem Dice** A large 30 sided transparent dice, in assorted colors. **\$4.95**

**KOP 100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. **\$13.00**

**KOP Dragon 6 Sided Dice** A 16mm 6 sided dice with a dragon instead of a '1'. **\$2.00**



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